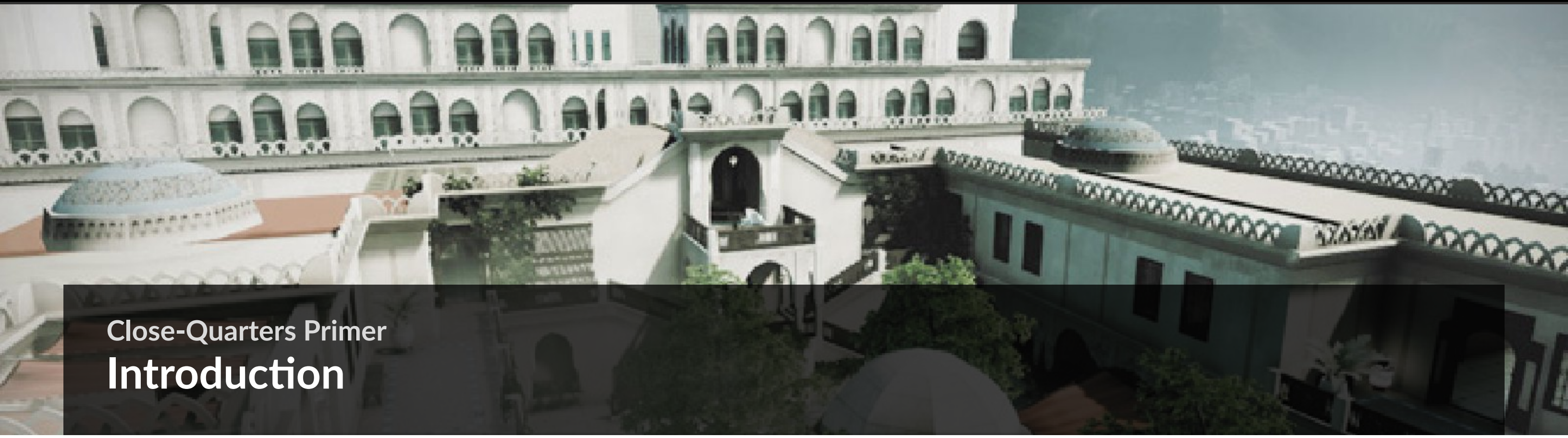


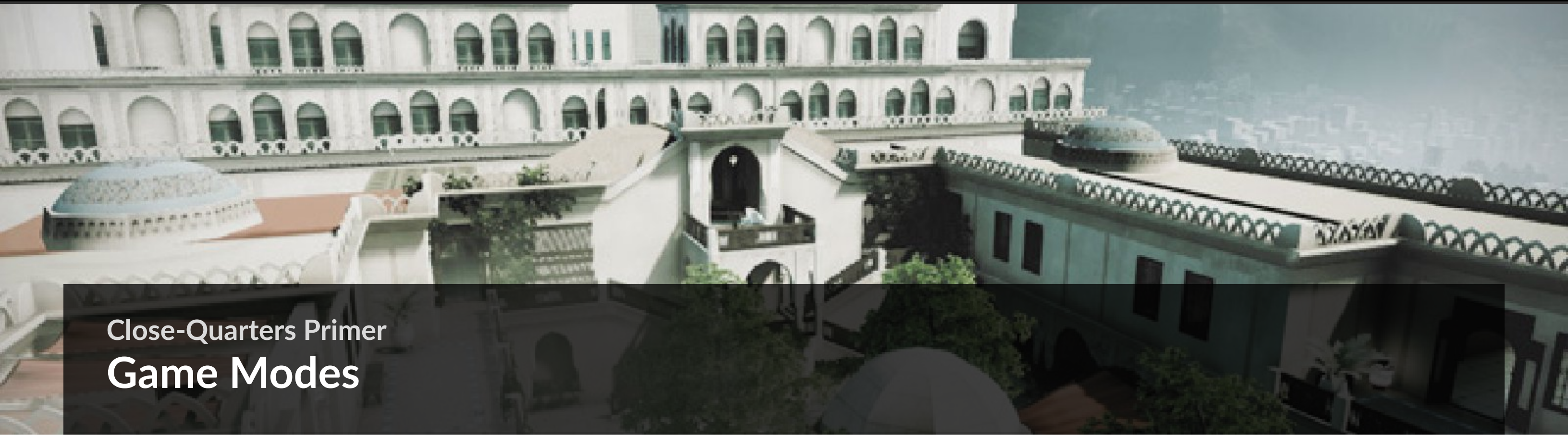
Close-Quarters Primer

Introduction

What’s New?

Battlefield 3: Close Quarters is a themed expansion pack bringing the team play of *Battlefield 3* to tight indoor environments. The frantic close-quarters infantry combat is amplified by unprecedented high-definition destruction, new ways to play, more weapons, and added persistence. Here’s a quick summary of the new features:

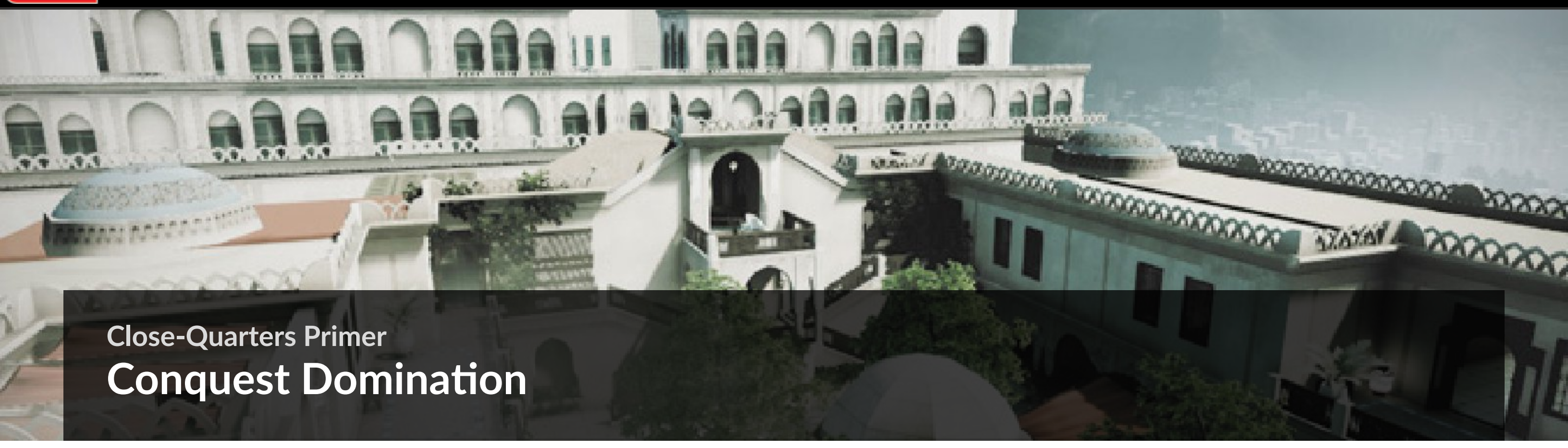
- **Four new maps:** The tight level design and many opportunities for vertical gameplay mean your team will need to bring their A game if they want to stay alive in this highly competitive theater of war.
- **New game modes:** The new Conquest Domination and Gun Master game modes are tailored specifically for the new maps in Close Quarters, guaranteeing you a host of new and memorable Battlefield moments.
- **HD destruction:** The new high-definition destruction in Close Quarters allows you to riddle the environment with bullets, reducing entire locales to ruin. Everything from furniture to plaster can be shot to pieces, and players can see the result of the mayhem as rubble and broken pieces pile up on the floor.
- **New weapons:** By completing ten new assignments, you can unlock new weapons such as assault rifles, carbines, light machine guns, and sniper rifles. The rapid-firing M5K PDW and the devastating SPAS-12 shotgun are also available, perfect for those point-blank encounters.
- **Expanded persistence:** In addition to the new assignments, Close Quarters adds five new achievements and trophies and a variety of unique dog tags you can equip to display your accomplishments.



Close-Quarters Primer

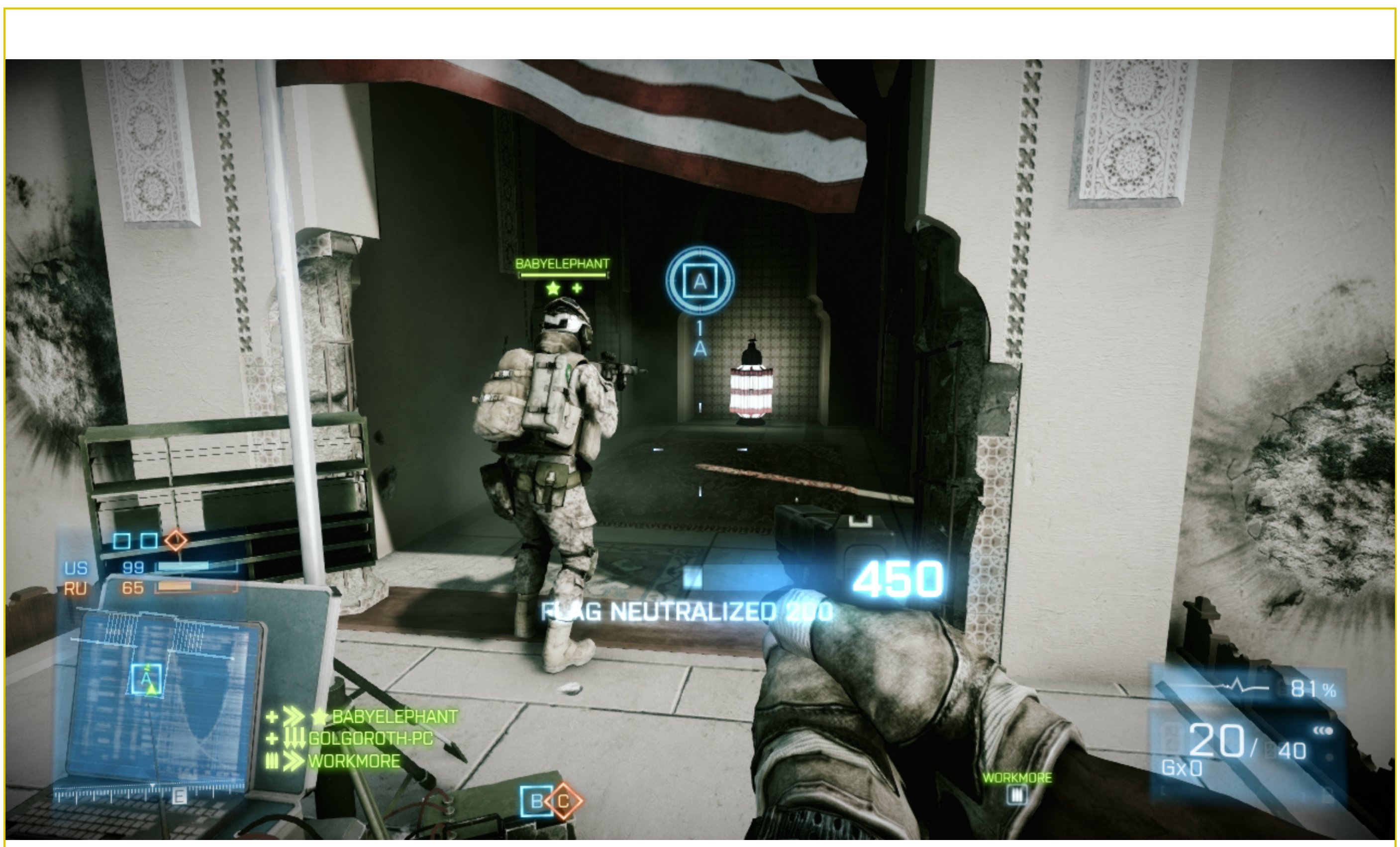
Game Modes

There are four game modes available on each of the new *Close Quarter* maps, offering plenty of variety for all. Most of the game modes are familiar classics, but the addition of Gun Master and the new Conquest Domination variant ramps up the intensity for those who prefer nonstop action. Due to the compact size of the new environments, Rush and Squad Rush are not available on the *Close Quarters* maps.



Close-Quarters Primer

Conquest Domination

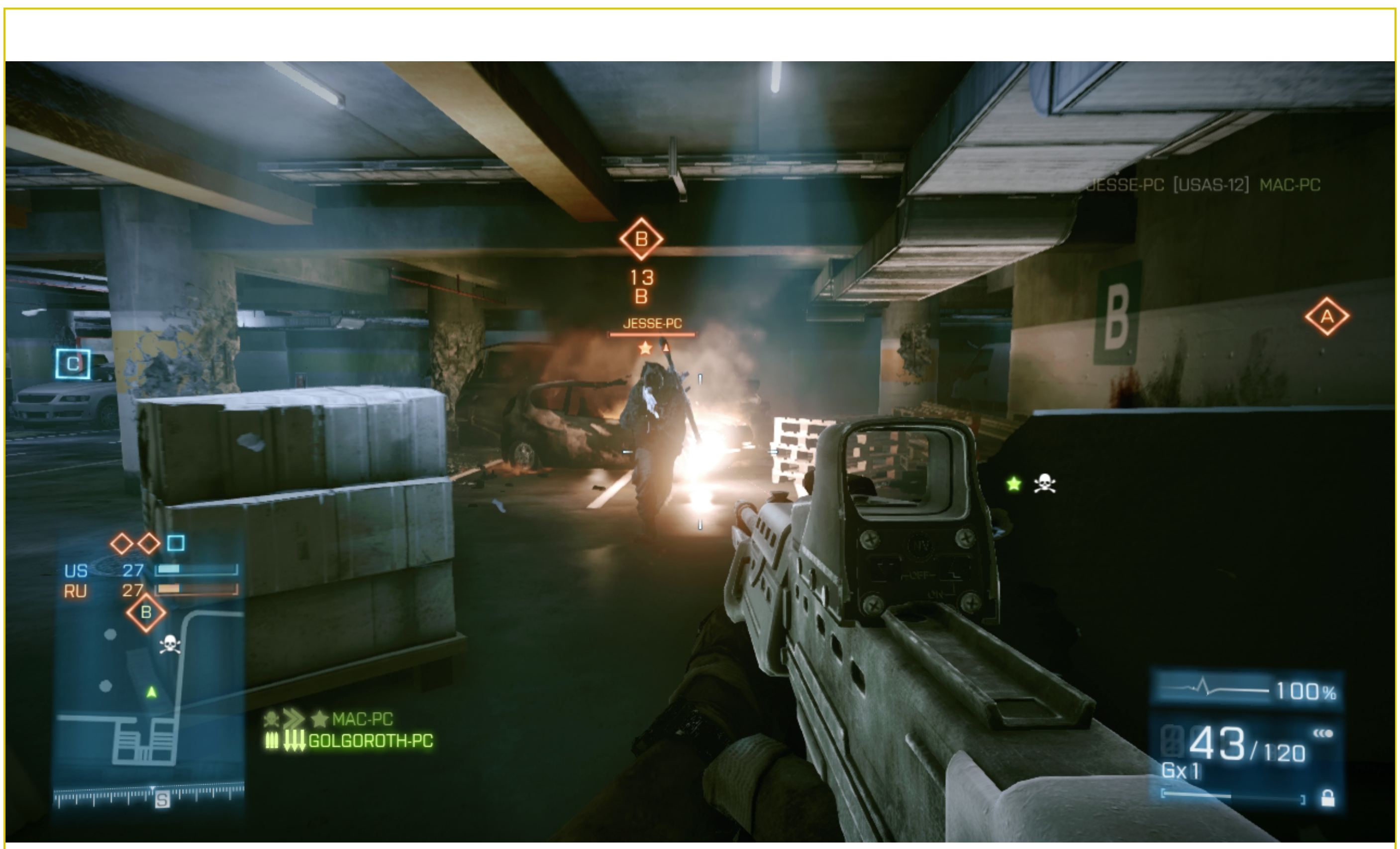


Flags are converted at a faster rate in Conquest Domination. But it still helps to have a teammate within the capture radius to speed up the process. Just watch out for claymores and C4.

Max players: 16

Conquest Domination is a variant of the classic Battlefield game mode and is fine-tuned for the smaller-scale maps featured in Close Quarters. The core fundamentals work the same as classic Conquest as your team tries to dominate the area of operations by capturing control points and holding them. Simply stand next to a flagpole at a control point to raise your team's flag—the more teammates there are in the flag's capture radius, the faster the flag is raised.

The time it takes to convert a flag in Conquest Domination has been reduced, meaning you won't have to wait long to raise your team's flag. However, the capture radius of each flag is very small, requiring you (and your teammates) to stand very close to the flagpole during the capture phase, leaving you vulnerable to ambushes and booby traps. Once captured, flags cannot be used as spawn points. When spawning into the game, a random spawn point is chosen near a friend. It's far more preferable to join a squad and spawn on one of your squadmates.



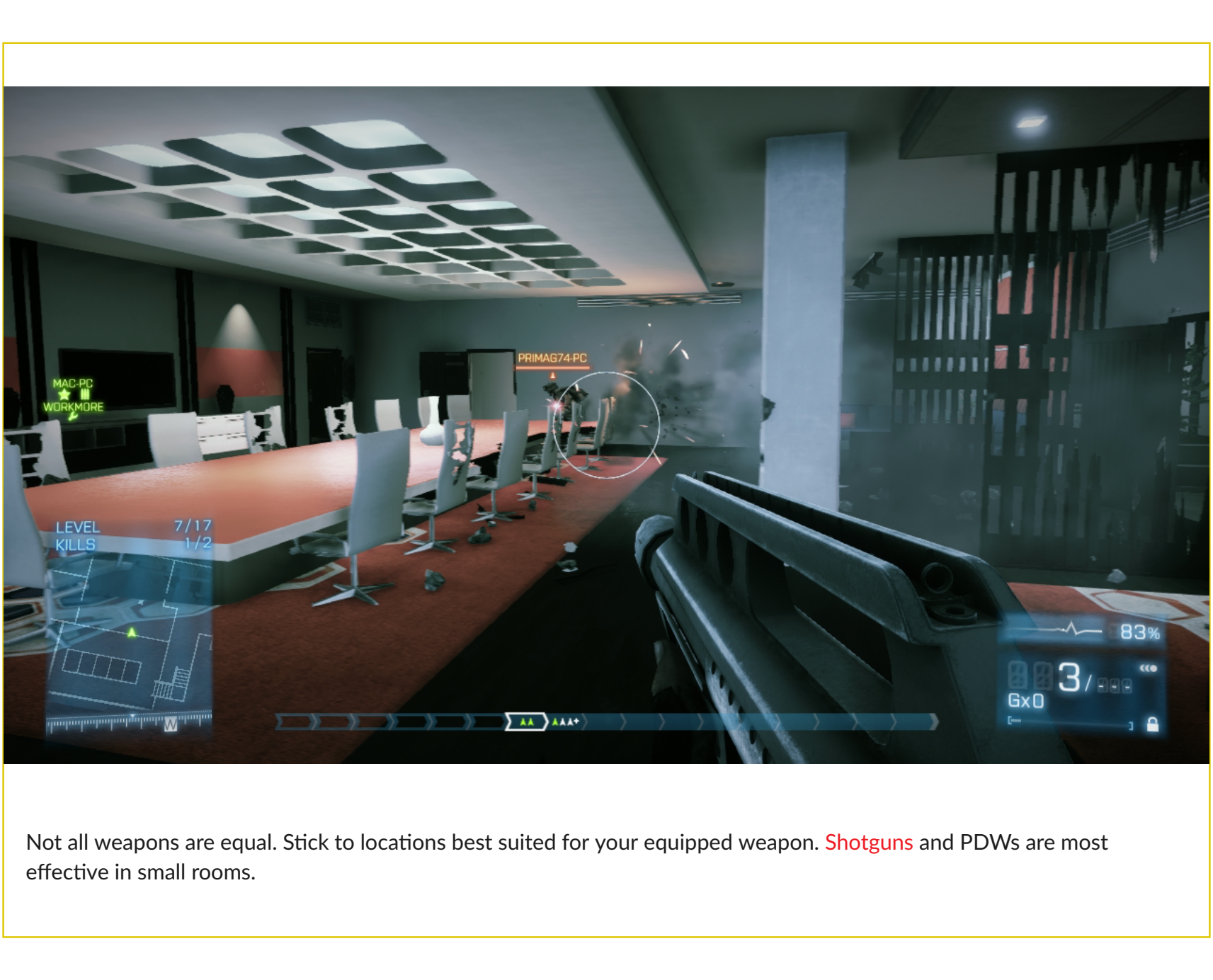
As with all Conquest matches, expect heavy traffic around each of the map's three flags. Once a flag is captured, don't forget to defend it.

As in classic Conquest matches, both teams have a limited number of reinforcements known as tickets. The ticket count for both teams appears just above the minimap—the team who runs out of tickets first loses the match. You can drain the enemy ticket count by holding more than half of the control points on the map. Since there are just three control points on each map, you need only hold two flags to initiate a ticket drain. So capture two flags early on and stay put, forcing the enemy to attack your defended positions. Leaving a flag undefended guarantees a prompt capture by the opposing team.

Assigning each squad on your team a flag is a good way to ensure all control points are covered. Throughout the duration of the match, each squad focuses on attacking and defending their assigned flag. Without a solid gameplan or any defensive efforts, these matches become a whack-a-mole-like footrace as each player runs from one enemy-held flag to the next.

Close-Quarters Primer

Gun Master

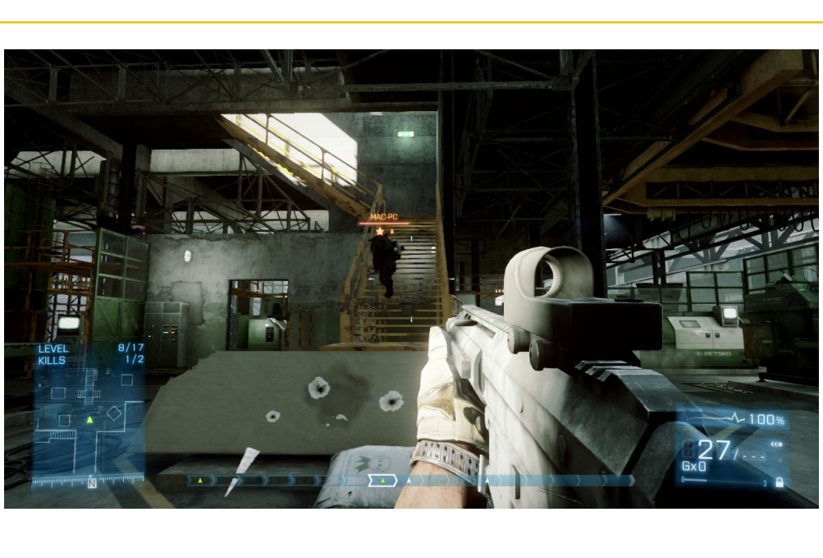


Not all weapons are equal. Stick to locations best suited for your equipped weapon. Shotguns and PDWs are most effective in small rooms.

Max players: 16

Gun Master is completely new to Battlefield 3, requiring you, your teammates, and opponents to progress through 17 levels of weapons. At each level you're assigned a single firearm and a knife. You must score two kills with the assigned firearm before progressing to the next level, where you're assigned a new weapon. Knife kills do not count toward the two-kill total, but they result in demoting your victim. So if an opponent is progressing too quickly, kill them with a knife to knock them back one kill.

Every player begins at Level 1, equipped with an MP443 pistol and a knife. But as the match progresses and some players score more kills than others, the dynamic of each engagement differs, often giving players with one particular weapon a significant advantage over their opponents. For example, the first player to reach Level 4 gains a PP-19 fully automatic PDW. This gives them a leg up on the competition still running around with pistols. But higher-level weapons aren't always better. The JNG-90 sniper rifle, equipped at Level 15, is one of the most difficult weapons to master given the cramped spaces of each map. At Level 17 you're equipped with only a knife and must score a single kill to win the match.



Playing Gun Master is a great way to become familiar with the new weapons you haven't unlocked yet, like the ACW-R carbine.

During Gun Master matches, players are divided into two teams. While you can utilize teamwork to hunt down opponents, all spawning is random, often placing you in a remote area of the map. You cannot spawn on teammates. So take some time moving in the direction of your teammates, appearing as green ID tags on the HUD. While it's possible to succeed on your own, if you come across a group of players working together, you'll have a tough time surviving the engagement. You're better off moving around the map with one or two buddies. Before rushing into a Gun Master match, review the weapons equipped at each level. Adjust your tactics at each acquired level to take advantage of the assigned weapon's strengths.

Level 1: MP443

- Ammo: 9 x 19 mm Parabellum
- Magazine Capacity: 18
- Fire Mode: Single shot
- Rate of Fire: Semi-auto
- Range: Short
- Optic Attachment: None
- Primary Attachment: None
- Secondary Attachment: None

Chambered in 9 mm, the MP443 lacks stopping power. So be prepared to rapidly fire multiple rounds at your opponents to produce lethal results. Fortunately, the pistol sports a generous 18-round magazine, allowing you to fire continuously with minimal reloads. The MP443 is also surprisingly accurate when firing from the hip at close range. But for any targets beyond 15 meters, always aim through the weapon's iron sights. Get your two kills with this weapon as quickly as possible, because you'll be outclassed once your opponents progress to the 93R and PDWs.

Level 2: 93R

- Ammo: 9 x 19 mm Parabellum
- Magazine Capacity: 20
- Fire Mode: Three-round burst
- Rate of Fire: 900 rpm
- Range: Short
- Optic Attachment: None
- Primary Attachment: None
- Secondary Attachment: None

This is a variant of the M9 pistol modified to fire a three-round burst. The high rate of fire gives the 93R a significant advantage over the MP443, particularly when engaging opponents at close range. However, at intermediate to long range, the pistol is difficult to keep on target due to muzzle climb. Consider aiming low, allowing the recoil to rake bullets across your target vertically as you fire. But the 93R is best deployed at close range, where its rate of fire greatly outperforms the MP443 and .44 Magnum. Just be sure to reload often. The 93R's 20-round magazine empties fast.

Level 3: .44 Magnum

- Ammo: .44 Magnum
- Magazine Capacity: 6
- Fire Mode: Single-shot
- Rate of Fire: Semi-auto
- Range: Short
- Optic Attachment: None
- Primary Attachment: None
- Secondary Attachment: None

Compared to the MP443 and 93R, the .44 Magnum is a high-powered precision weapon capable of taking down opponents with one or two hits. Think of it as a handheld sniper rifle. But to novice shooters, scoring hits with the .44 Magnum can be a frustrating experience. First off, never fire this gun from the hip. Always aim through the iron sights, even when engaging opponents at close range. Due to the revolver's low rate of fire and limited six-round cylinder, take careful aim and make each shot count. For best results, aim for center mass, hitting your target in the torso with two quick shots. If you're feeling lucky, aim for the opponent's head for an instant kill. Target enemies at intermediate to long range and avoid firefights at close range where the .44 Magnum's low rate of fire and reload speed becomes a serious liability.

Level 4: PP-19

- Ammo: 9 x 18 mm Makarov
- Magazine Capacity: 55
- Fire Mode: Automatic
- Rate of Fire: 900 rpm
- Range: Short
- Optic Attachment: None
- Primary Attachment: None
- Secondary Attachment: Suppressor

Sporting a massive 55-round magazine and a blistering rate of fire, the PP-19 gives any shooter a serious advantage over opponents stuck with the first three pistols. This PP-19 is also equipped with a suppressor, significantly reducing muzzle climb. But the suppressor also reduces the weapon's range and accuracy when firing from the hip. So always use the weapon's iron sights when engaging opponents beyond 15 to 20 meters. At close range, feel free to fire from the hip while holding down the trigger. The PP-19's suppressor also eliminates muzzle flash, making it easy to stay hidden from opponents, particularly if camping near a choke point.

Level 5: P90

- Ammo: 5.7 x 28 mm
- Magazine Capacity: 50
- Fire Mode: Automatic
- Rate of Fire: 900 rpm
- Range: Short
- Optic Attachment: Reflex (RDS)
- Primary Attachment: None
- Secondary Attachment: None

The P90 functions similar to the PP-19, equipped with a large 50-round magazine. But this PDW is equipped with a Reflex (RDS) sight, making it easier to engage enemies at close and intermediate ranges. Even while firing prolonged automatic bursts, the P90 exhibits minimal recoil. So don't be afraid to lay down a generous burst of automatic fire to bring down each opponent. Chances are your opponent will drop long before you run out of ammo. Despite the addition of the Reflex (RDS) sight, this is still a close-quarter weapon, so avoid wide-open spaces where opponents with long-range rifles can gain the upper hand. Instead, try to ambush opponents in small rooms and cramped corridors.

Level 6: SPAS-12

- Ammo: 12 gauge
- Magazine Capacity: 5
- Fire Mode: Single-shot
- Rate of Fire: Pump-action
- Range: Short
- Optic Attachment: None
- Primary Attachment: None
- Secondary Attachment: None

The SPAS-12 has a lot in common with the 870MCS. Both are extremely lethal pump-action shotguns capable of dropping opponents with a single hit. However, the damage of the SPAS-12 drops off significantly over range, making it most effective during point-blank engagements. The SPAS-12 must be reloaded one shell at a time. To avoid lengthy reload times, make a habit of reloading the weapon after each shot. Also, stick to areas of the map where you can ensure close-range encounters. Stairways, corridors, and doorways are great places to ambush your opponents, practically guaranteeing you a one-shot kill.

Level 7: MK3A1

- Ammo: 12 gauge
- Magazine Capacity: 6
- Fire Mode: Automatic
- Rate of Fire: 255 rpm
- Range: Short
- Optic Attachment: None
- Primary Attachment: None
- Secondary Attachment: 12G Frag

Also known affectionately as the Jackhammer, this fully automatic shotgun's bark is often worse than its bite. Loaded with 12G frag rounds, the MK3A1 is great for suppression but lacks the stopping power to put down opponents quickly. Don't be surprised if you have to unload an entire magazine of frag rounds into an opponent before they fall. The weapon is extremely loud, too, leaving little mystery to the shooter's whereabouts. Like any shotgun, this bad boy is best deployed at close range while holding down the trigger. But the shotgun's box magazine holds only eight rounds, so make each shot count. You don't want to get caught reloading during a close-quarter duel.

Level 8: ACW-R

- Ammo: 5.56 x 45 mm NATO
- Magazine Capacity: 30
- Fire Mode: Automatic
- Rate of Fire: 850 rpm
- Range: Long
- Optic Attachment: Reflex (RDS)
- Primary Attachment: None
- Secondary Attachment: Laser sight

Graduating to the ACW-R assault rifle finally gives you some long-range capability. Consider stalking opponents in wide-open spaces or channeling fire down long corridors. The Reflex (RDS) optical sight allows for quick and easy target acquisition at any range. But in close quarters, you're sometimes better off firing from the hip, taking advantage of the improved accuracy offered by the laser sight attachment. However, when engaging enemies at intermediate to long range, consider switching the laser sight off. It merely gives away your position and provides no accuracy bonus while aiming through the Reflex (RDS) optical sight.

Level 9: MTAR-21

- Ammo: 5.56 x 45 mm NATO
- Magazine Capacity: 30
- Fire Mode: Automatic
- Rate of Fire: 900 rpm
- Range: Long
- Optic Attachment: Holographic (HOLO)
- Primary Attachment: Foregrip
- Secondary Attachment: Laser sight

The bullpup configuration of the MTAR-21 carbine makes it ideal for close-quarter engagements. Combining the maneuverability of a PDW with the stopping power of an assault rifle, the MTAR-21 is one of the most balanced weapons in this game mode. The Holographic (HOLO) optical sight is great for engaging targets at any range. The combination of the foregrip and laser sight attachments also makes this a particularly accurate weapon when fired from the hip.

Level 10: AUG A3

- Ammo: 5.56 x 45 mm NATO
- Magazine Capacity: 30
- Fire Mode: Automatic
- Rate of Fire: 700 rpm
- Range: Long
- Optic Attachment: Reflex (RDS)
- Primary Attachment: Foregrip
- Secondary Attachment: Laser sight

Like the MTAR-21, the AUG A3 benefits from a bullpup design, making it ideal for maneuvering in tight spaces. The weapon comes equipped with a laser sight, ideal for shooting from the hip at nearby enemies. But when engaging opponents beyond 15 meters, always aim and engage your target while peering through the Reflex (RDS) optical sight. Like most weapons, the AUG A3 is much more accurate and stable while aiming through the attached sight. This helps offset recoil, allowing you to keep the weapon on target, even during automatic bursts.

Level 11: SCAR-L

- Ammo: 5.56 x 45 mm NATO
- Magazine Capacity: 30
- Fire Mode: Automatic
- Rate of Fire: 620 rpm
- Range: Long
- Optic Attachment: Holographic (HOLO)
- Primary Attachment: Foregrip
- Secondary Attachment: Laser sight

The SCAR-L performs similarly to the MTAR-21 and AUG A3, so don't expect a major change in tactics while issued this weapon. This is a hard-hitting carbine capable of accurately neutralizing opponents at short and intermediate ranges. While the carbine exhibits significant recoil when fired in long automatic bursts, the foregrip attachment helps improve stability, particularly when firing from the hip. But limit yourself to short bursts when engaging targets beyond 20 meters and aim through the Holographic (HOLO) optical sight for improved accuracy.

Level 12: LSAT

- Ammo: 5.56 x 45 mm NATO
- Magazine Capacity: 100
- Fire Mode: Automatic
- Rate of Fire: 650 rpm
- Range: Medium
- Optic Attachment: M145 (3.4x)
- Primary Attachment: Foregrip
- Secondary Attachment: Laser sight

This cumbersome belt-fed light machine gun can be difficult to maneuver in close quarters, so stay close to teammates and consider providing suppressive fire. The LSAT has a large 100-round box magazine, allowing for prolonged automatic bursts, ideal for pinning opponents while your teammates flank. It takes approximately six seconds to fully load a fresh magazine in this weapon, so make sure you find a safe location before reloading. The scope and laser sight attachments give the LSAT both intermediate and short-range capability. Keep the laser sight on while moving around corners and through other tight spaces. The accuracy bonus the laser sight affords helps offset the weapon's wild recoil when firing from the hip.

Level 13: L86A2

- Ammo: 5.56 x 45 mm NATO
- Magazine Capacity: 45
- Fire Mode: Automatic
- Rate of Fire: 750 rpm
- Range: Medium
- Optic Attachment: ACOG (4x)
- Primary Attachment: Foregrip
- Secondary Attachment: Heavy barrel

The L86A2 is a light machine gun that functions similar to an assault rifle. The bullpup configuration makes it relatively maneuverable, and the box magazine is much faster to reload than its bigger belt-fed cousins. This makes it much easier to operate in tight quarters than the LSAT. But the weapon still exhibits rather harsh recoil, so go easy on the trigger and aim through the scope to increase stability and accuracy. The foregrip attachment helps decrease muzzle drift, making it relatively accurate when shooting from the hip at nearby opponents. But the heavy barrel attachment makes the weapon most accurate when aimed through the scope.

Level 14: M417

Ammo: 7.62 x 51 mm NATO

- Magazine Capacity: 20
- Fire Mode: Single-shot
- Rate of Fire: Semi-auto
- Range: Very long
- Optic Attachment: ACOG (4x)
- Primary Attachment: Foregrip
- Secondary Attachment: Flash suppressor

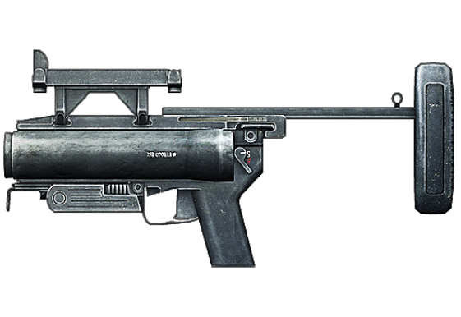
Don't confuse this weapon with the M416 assault rifle. Although they have similar names and design characteristics, the M417 is a semiautomatic rifle, firing one round per trigger pull. The loss of automatic functionality calls for a change-up in tactics. Instead of engaging opponents at close range, leverage the rifle's accuracy and stopping power by sticking to open areas or long corridors. The M417 has impressive stopping power, usually dropping opponents with only two or three shots. The flash suppressor muzzle attachment is also a nice addition, helping you remain hidden.

Level 15: JNG-90

- Ammo: 7.62 x 51 mm NATO
- Magazine Capacity: 10
- Fire Mode: Single-shot
- Rate of Fire: Bolt-action
- Range: Very Long
- Optic Attachment: ACOG (4x)
- Primary Attachment: Straight pull bolt
- Secondary Attachment: Laser sight

The JNG-90 is a slow-firing bolt-action sniper rifle with amazing stopping power. But finding a place to accurately deploy this weapon can be tricky. Instead of racing around the map looking for victims, find a relatively safe place and wait for opponents to come to you. Scout out elevated sniper perches or simply take aim down a long, high-traffic corridor. Always aim through the scope before firing and try to score a headshot if possible. The straight pull bolt attachment allows you to chamber a new round while still peering through the scope. But if your target survives the first hit, be ready to move. If you stand still while trying to chamber a new round, you probably won't live long enough to fire a second bullet.

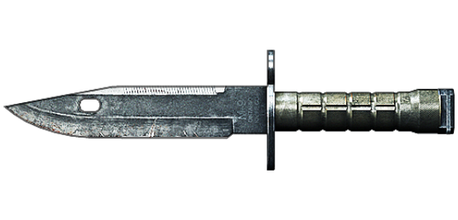
Level 16: M320 LVG



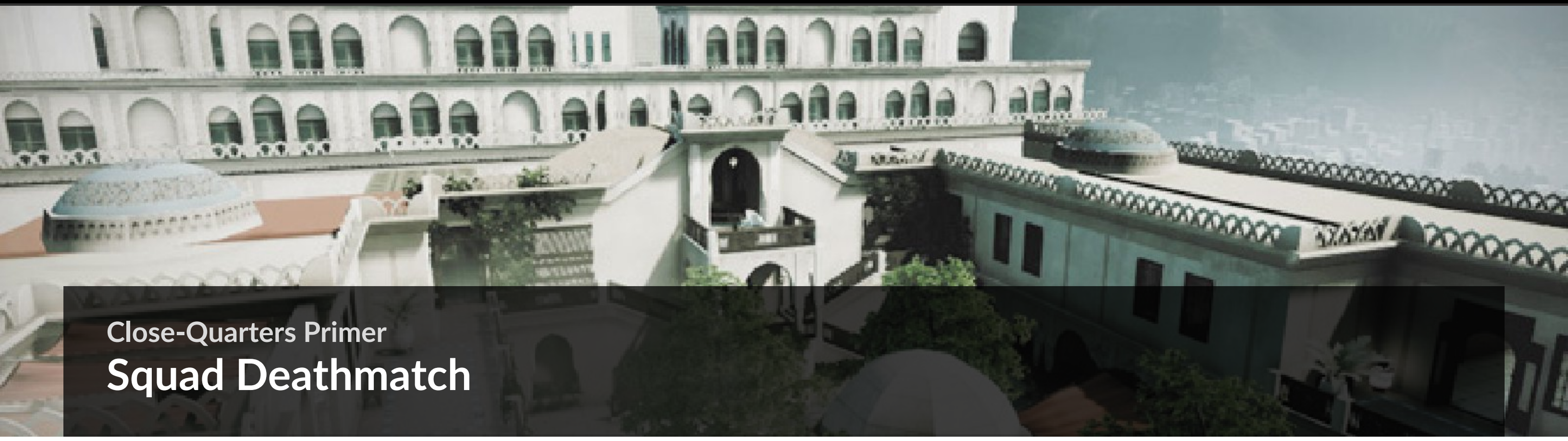
- Ammo: 40mm LVG
- Magazine Capacity: 1
- Fire Mode: Single-shot
- Rate of Fire: N/A
- Range: Short
- Optic Attachment: None
- Primary Attachment: None
- Secondary Attachment: None

Unlike traditional high-explosive rounds that explode upon impact, this M320 grenade launcher fires fuse-delayed LVG rounds that detonate approximately 3 to 4 seconds after being fired. This allows you to bounce grenades off of surfaces or around corners, ideal for engaging enemies without exposing yourself to incoming fire. On the downside, the fuse delay gives opponents plenty of time to run away before the grenade detonates. Focus your fire on small rooms and choke points where opponents have a tough time maneuvering. Fortunately, you need only one kill with this weapon to advance to the final level.

Level 17: Knife

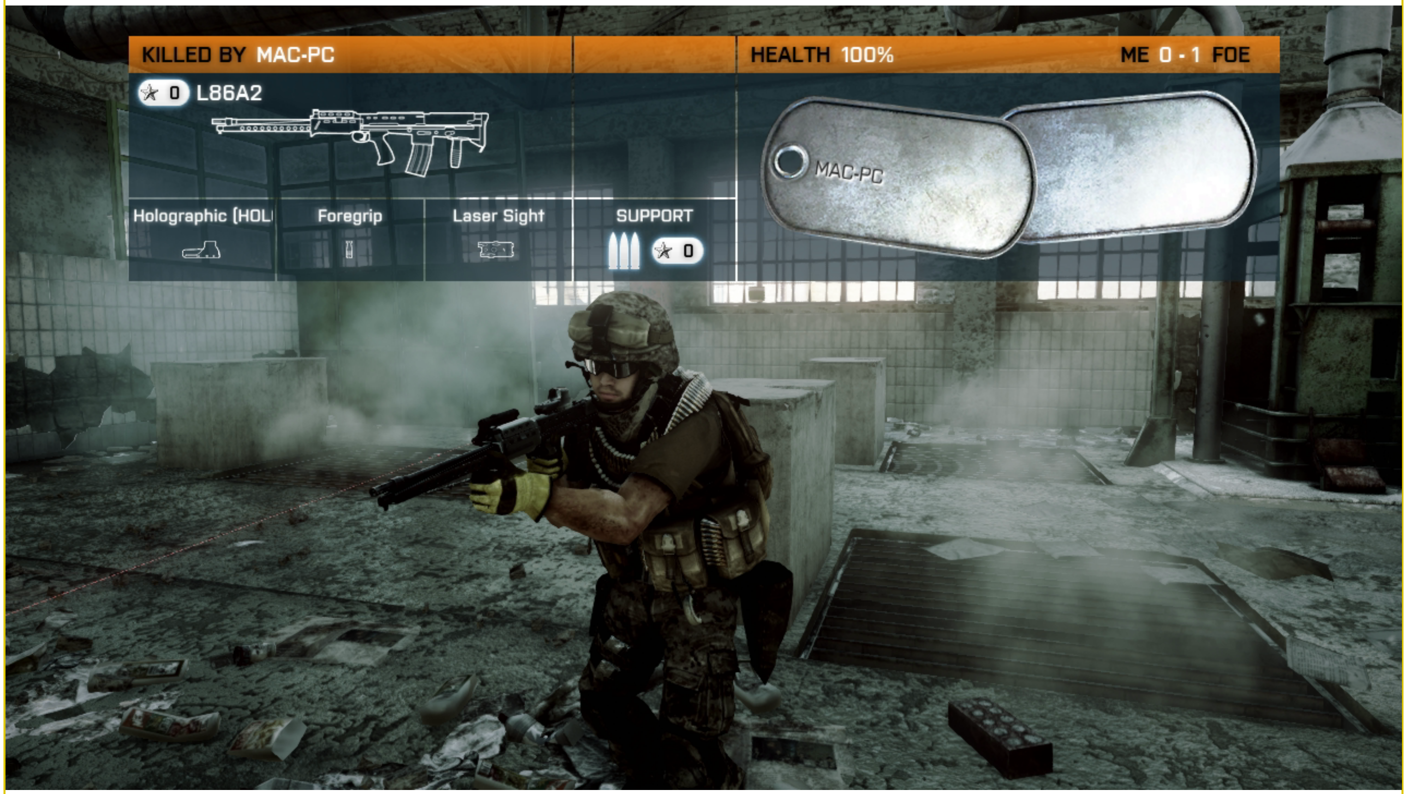


Now comes the final challenge: hunting down armed opponents while armed with only a knife. Don't stay in one spot and wait for enemies to come to you. Instead, actively hunt down your opponents to win the match. Sprint through the map and search for prey, preferably while their back is turned to you. If possible, stalk enemies equipped with the slow-firing JNG-90 or M320 LVG. Even if they see you, they'll have a hard time engaging you at close range. And remember, it takes one knife strike to kill an opponent from behind. But it will take at least two swipes to kill an enemy from the front. So be prepared to follow up with a second strike if the first doesn't do the job. Most importantly, stay on the move and watch your back. If you get stabbed, you'll drop down a level. Or if you're stabbed by an enemy who is also at Level 17, the match will end with a loss for your team.



Close-Quarters Primer

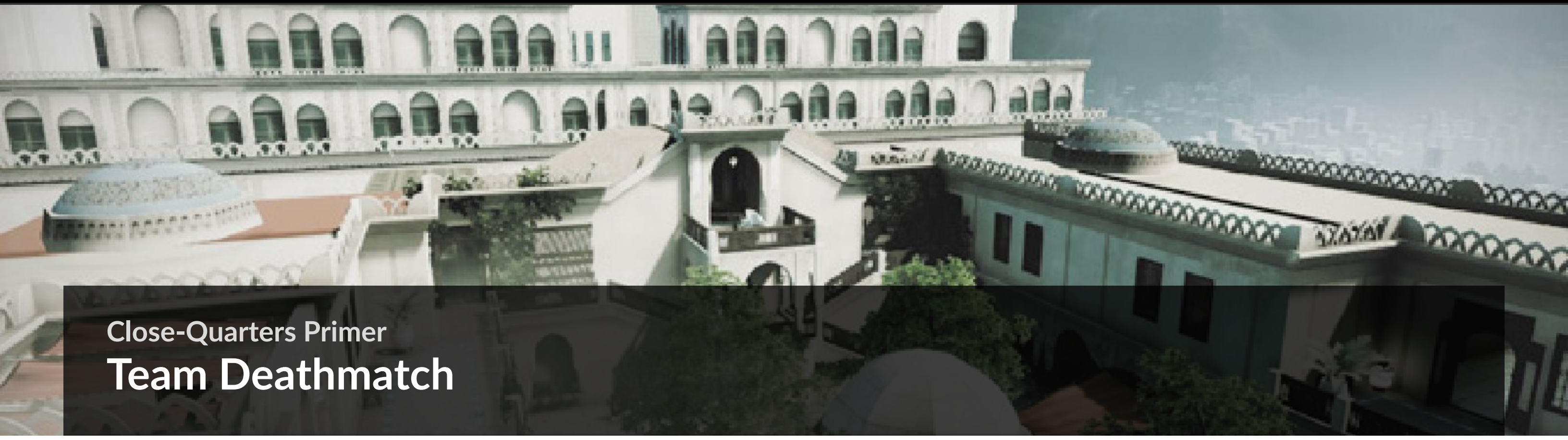
Squad Deathmatch


KILLED BY MAC-PC
HEALTH 100%
ME 0 - 1 FOE
0 L86A2
MAC-PC
Holographic (HOL
Foregrip
Laser Sight
SUPPORT
0

If you see this screen, it means you're dead. Prepare to spawn on one of your living squadmates. Otherwise you'll spawn at a random location, potentially placing you far from your squad.

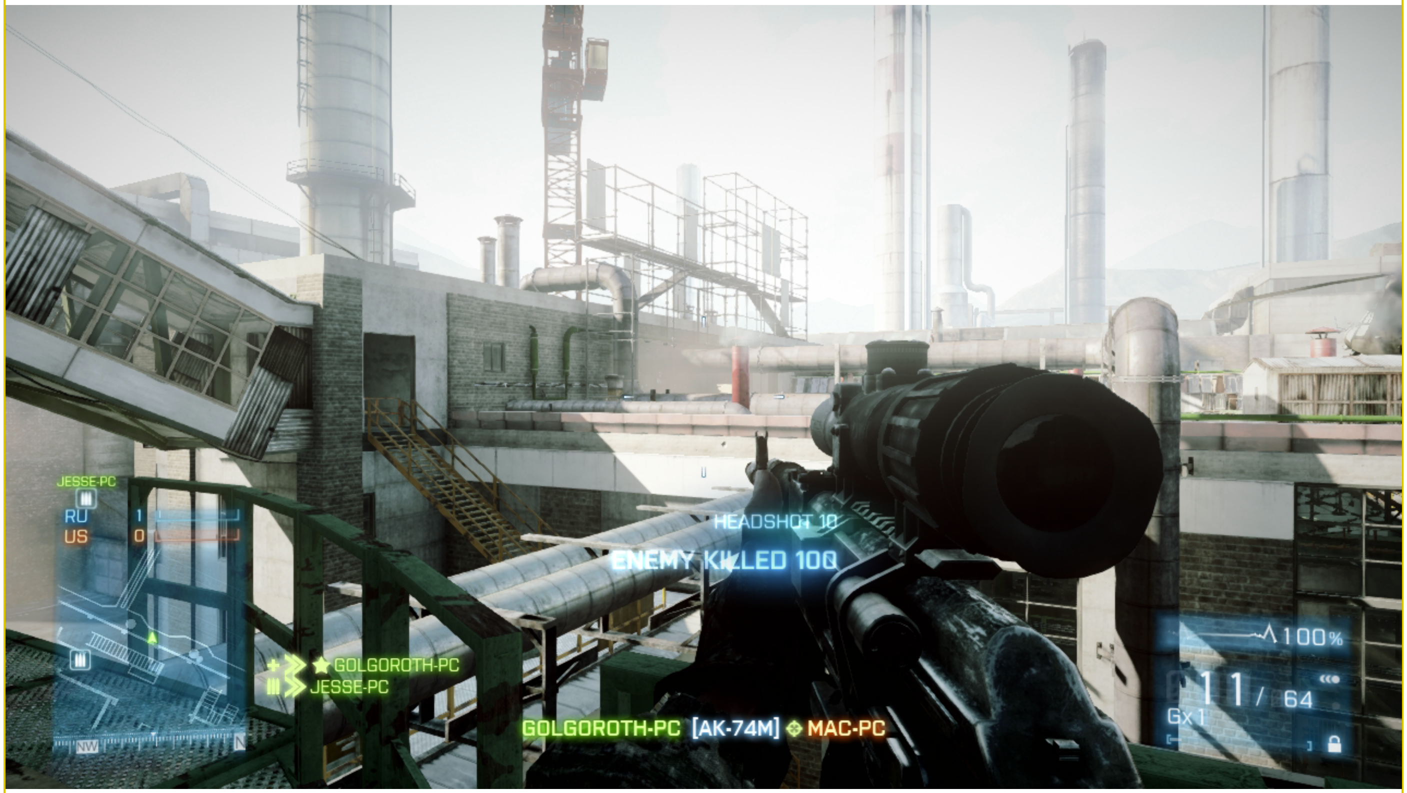
Max Players: 16

In this mode, there are four four-player squads, each representing a different team: A, B, C, and D. The team that scores 50 kills first wins—the score is listed on the left side of the screen above the minimap. Unlike the Squad Deathmatch modes found in Battlefield 3 or Back to Karkand, there are no IFV vehicles available on these maps. But given the small layout of each map, there is never a dull moment. This is a very fast-paced game mode best played with good squadmates you can rely on to watch your back. Use squad spawning to stay together and stay alive!



Close-Quarters Primer

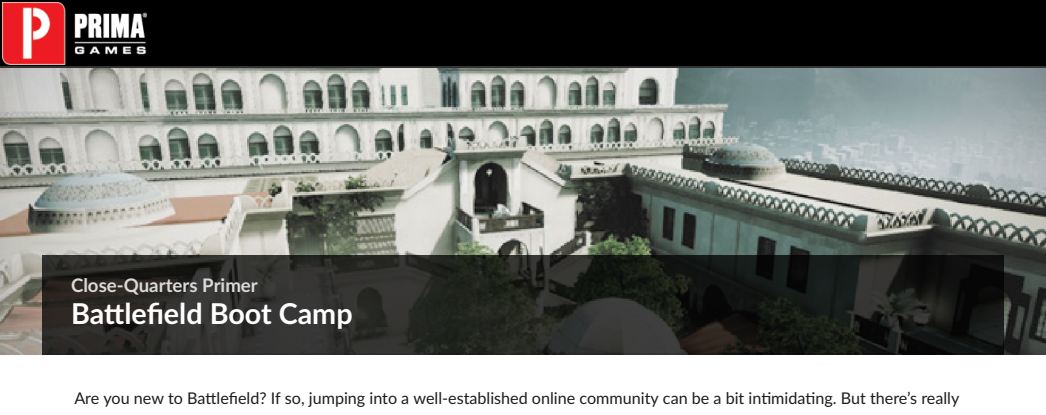
Team Deathmatch


JESSE-PC
RU 1
US 0
HEADSHOT 10
ENEMY KILLED 100
GOLGOROTH-PC
JESSE-PC
GOLGOROTH-PC [AK-74M] MAC-PC
100%
11 / 64
Gx1
NW
N

In Team Deathmatch, scoring a kill earns your team a point. But don't get reckless. The opposing team gains a point every time they kill you or a teammate.

Max Players: 16

Team Deathmatch is a no-holds-barred infantry-only battle in a confined area. The two teams struggle to score the most kills to win the match. Each kill is counted, so take down your enemies to increase your team's score, represented by the numbers and status bars above the minimap. It's your choice whether to stick with your team or to go on a solo hunt. But be warned, the tempo is high and enemies can pop up from behind almost any corner. Monitor the scoring status bars to see how the fight is going, and make tactical adjustments as necessary. For example, if both teams are close to scoring the points necessary for a win, play it safe to avoid giving the enemy team the kills they need.

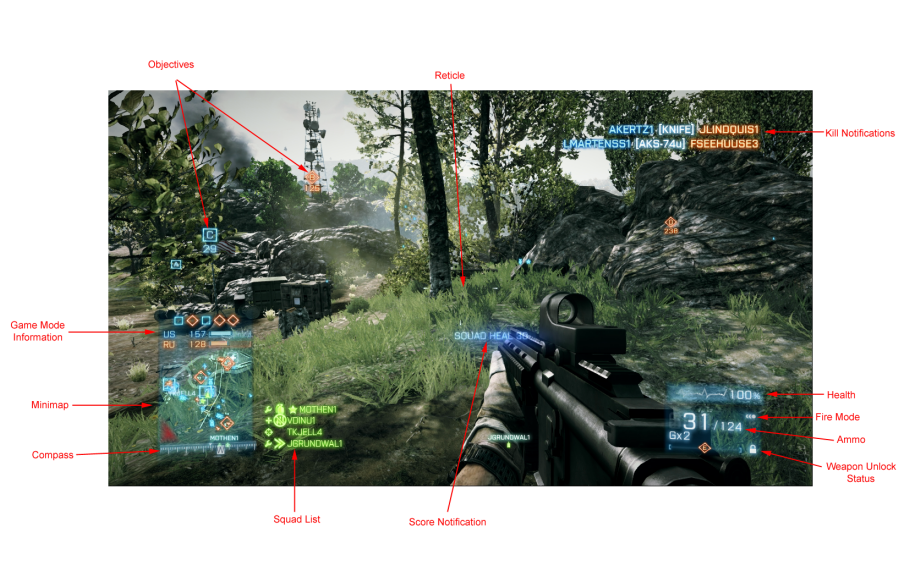


Close-Quarters Primer

Battlefield Boot Camp

Are you new to Battlefield? If so, jumping into a well-established online community can be a bit intimidating. But there's really nothing to fear. Regardless of your experience or skill level, there is a role for everyone in Battlefield. In fact, this is one of the only online shooters where you can post a big score without even firing a single bullet. In this section, we cover basic gameplay mechanics and offer some helpful tips to assist you during your online career.

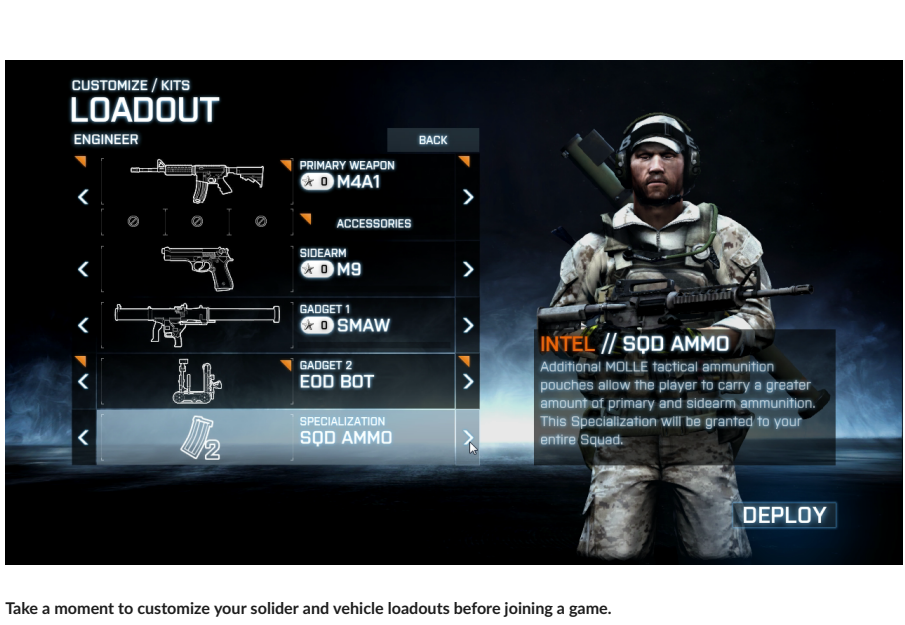
Interface



The heads-up display, or HUD, is the way that vital information is displayed on your screen. None of the items on your HUD are there for aesthetics. They are there to help you accomplish your objectives and keep you alive. Here's a brief explanation of every item on the HUD.

- **Reticle:** The reticle is the aiming point for your selected weapon and is always located in the center of the screen. To hit a target, place the reticle over it and fire. The reticle makes changes based on the weapon you're using. When firing at an enemy, watch for diagonal lines flashing around the perimeter of the reticle. This bloom animation means you are hitting the target. This is especially useful when making long-range shots.
- **Minimap:** Located in the screen's bottom left corner, the minimap provides a top-down, 360-degree view of the environment through which you are moving. The minimap rotates as you change direction so that the top of the minimap is always the direction you are currently facing. In addition to showing the terrain, the minimap also shows the location of all detected enemies as red triangles or red vehicle icons. Teammates show up as blue icons while squad members are green. Empty vehicles are represented by white icons.
- It is a good idea to constantly refer to the minimap to keep track of all detected enemies. Even if you can't see them visually, the minimap lets you know where they are located, whether behind a hill or inside a building. Finally, red and blue diamond icons show you the location of objectives—these same objective icons also appear on the HUD. The color of the ground on the minimap also has meaning. The red shaded terrain is out of bounds. If you move into this area, you have 10 seconds to get back on the map or else you will die.
- Compass: The compass is located just beneath the minimap and shows the direction you're currently facing.
- Game Mode Information: The icons and meters above the minimap relate to the current game mode. The diamond-shaped icons represent control points in Conquest mode and M-COM stations in Rush mode. The two meters below these icons track how many tickets each team has.
- Objectives: The square and diamond-shaped icons on the HUD represent objectives. Blue square icons are held by your team while red diamond icons are held by the opposing team. Beneath each of these icons is a number showing the distance to each objective in meters.
- Health: By default, your health is at 100 percent. But if you take damage, your health will drop. If it reaches 0, you die. You can slowly regenerate health by staying behind cover and avoiding injury. But the fastest way to heal is with a medic kit dropped by an assault player. Stand (or lay) close to a medic kit to rapidly restore your health.
- Ammo: The ammo count box in located in the screen's bottom right corner. Your ammo is represented by three numbers. The large number to the left indicates how many rounds you currently have loaded in the weapon's magazine. The small number to the right is the amount of ammo available in unloaded magazines. As you reload your weapon, the number on the right decreases as the number on the left increases up to the maximum amount the weapon's magazine can hold. The third number, below the ammo reserves, represents how many grenades you have.
- Fire Mode: This icon represents the selected fire mode of you weapon. Some weapons allow you to switch fire modes, choosing from single shot, automatic, and burst modes.
- Weapon Unlock Status: This status bar represents how close you are to the next unlock for the selected weapon. The more enemies you kill with a specific weapon, the more accessories you unlock.
- Kill Notifications: The text in the screen's top right corner reports recent deaths, showing who killed who and with what weapon or vehicle.
- Score Notification: Every time you earn points, text appears in the middle of the screen describing what action you're being rewarded for and how many points you gain.
- Squad List: Shown in green text on the right side of the minimap, the squad list shows every member of your squad as well as the kit and specialization they currently have equipped. The squad leader appears at the top of the list with a star icon next to their name.

Loadout Customization

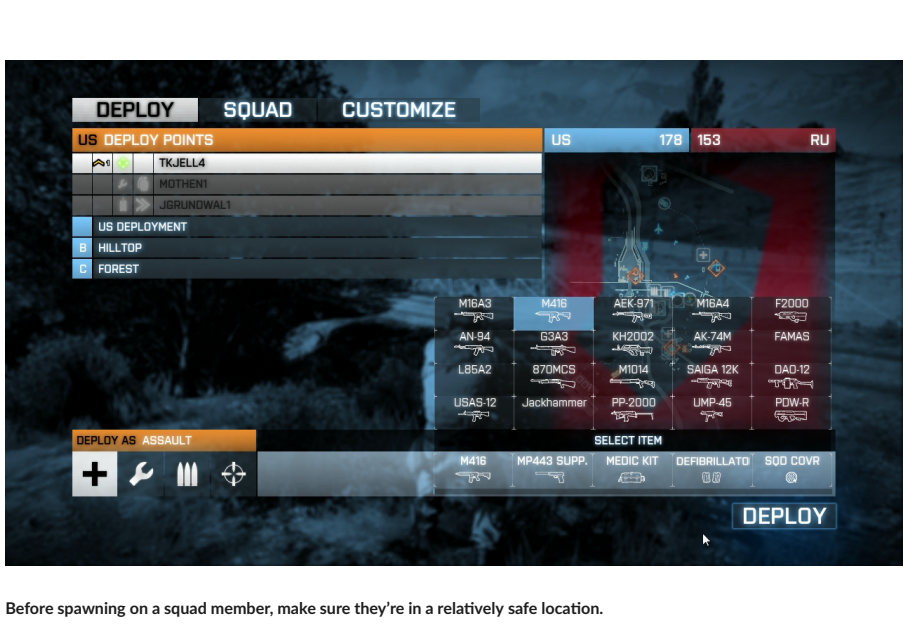


Additional MOLLE tactical ammunition pouches allow the player to carry a greater amount of primary and sidearm ammunition. This Specialization will be granted to your entire Squad.

Take a moment to customize your solider and vehicle loadouts before joining a game.

While veteran Battlefield players are accustomed to being rewarded with new weapons and gear as they progress through their multiplayer career, there has never been so many customization options available. Each class, weapon, and vehicle has its own unlock progression, allowing you to unlock a variety of upgrades, accessories, gadgets, and specializations. When choosing your soldier's loadout, you can choose a primary weapon, a sidearm, up to two gadgets, and a specialization. Taking customization deeper, each primary weapon can be outfitted with a scope and with primary and secondary attachments. You can even choose loadouts for vehicles, selecting from a mix of unlocked upgrades, gadgets, and weapons. The more you play, the more unlocks you acquire. So don't forget to visit the Loadout screen to make adjustments that best fit your play style and the current needs of your team.

Spawn Screen



Before spawning on a squad member, make sure they're in a relatively safe location.

When you first join a game, the Spawn screen is where it all begins. Before immediately jumping into the game, take a few seconds to choose your class and gear. It's possible to switch primary weapons from the Spawn screen, but if you want to make more adjustments to your kit, choose the Customize option. This opens a new screen, allowing you to select different sidearms, gadgets, and specializations. You can also customize your primary weapon with accessories you've unlocked.

Once you're finished adjusting your loadout, return to the Spawn screen and figure out where you want to join the fight. If you're in a squad, you can spawn on any living squad member. Or if a recon squad member has deployed a radio beacon, you can spawn at its location. Depending on the game mode, there are also bases, deployment areas, and control points at which you can spawn. New to Battlefield 3 are jets and helicopters. If one of these is available, you can spawn directly into the pilot's seat of these idle aircraft. U.S. troops can also spawn directly into the AAV-7A1 AMTRAC, an armored vehicle that serves as a mobile spawn point.

As you can see, the spawning options are numerous. In most instances you should spawn on or close to your squad so you can provide support. But if your squad is in a tense firefight, sometimes it's safest to spawn at a less dangerous location; otherwise you may get killed as soon as you spawn into the game.

Movement Fundamentals

Sprinting is essential at the beginning of a match as players race to capture and defend key locations.

Moving your soldier around the battlefield is simple, especially if you've played the earlier installments or other first-person shooters. When standing, your soldier jogs at a moderate pace, ideal for getting around areas where threats are minimal. While crouched, you move slower, and while prone your movement is literally reduced to a crawl. However, since you are lower, you make a smaller target for the enemy to hit, and you can more easily duck behind cover. When advancing against an enemy position, it is best to move while crouched or prone, as it is harder for the enemy to detect you. These lower stances also cause the reticle to tighten up, indicating an increase in weapon accuracy. So make a habit of dropping to a knee or down on your belly before firing a shot.

At times, it is better to move fast by sprinting. You can't use weapons or equipment while sprinting, but you are much more difficult for the enemy to hit. Sprint when you have to move from one position of cover to another in an open area. But never sprint in tight confined spaces where you're likely to face enemy troops. If you encounter an enemy at close range while sprinting, chances are you won't have time to stop and aim your weapon, giving the enemy a huge advantage.

Caution

Some maps feature deep bodies of water, allowing you to swim. Avoid swimming at all costs. While in the water, you can't access your weapons, making you a sitting duck.

Parachutes

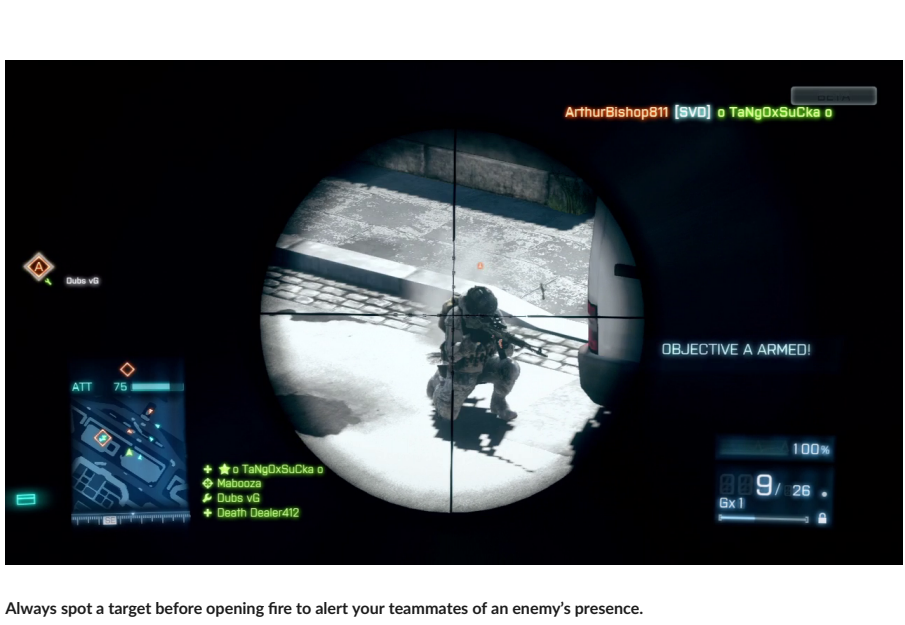
If you bail out of a plane or helicopter, make sure you do so within the map's boundary.

Whether jumping out of a damaged aircraft of hopping off a tall building, you can avoid cratering into the ground by deploying your parachute. While in free fall, press the Jump button/key once to open your parachute. You can slightly steer the parachute with standard movement inputs. But don't expect to travel great distances in your parachute, as the descent is rapid. It's possible to fire your weapons during the descent, but your accuracy is greatly diminished. If you're descending directly over an enemy position, consider dropping grenades—just make sure they explode before you reach the ground. But the longer you're in the air, the more attention you're likely to attract. For this reason, free-fall as long as possible and open the parachute just before you reach the ground. This is a great way to sneak into enemy-held territory.

Combat

While moving about the battlefield is a major part of gameplay, the sole purpose of movement is to get into a position where you can use your weapons to engage and eliminate the enemy. You have access to different types of weapons. However, the controls for using these weapons are fairly common.

Spotting Targets

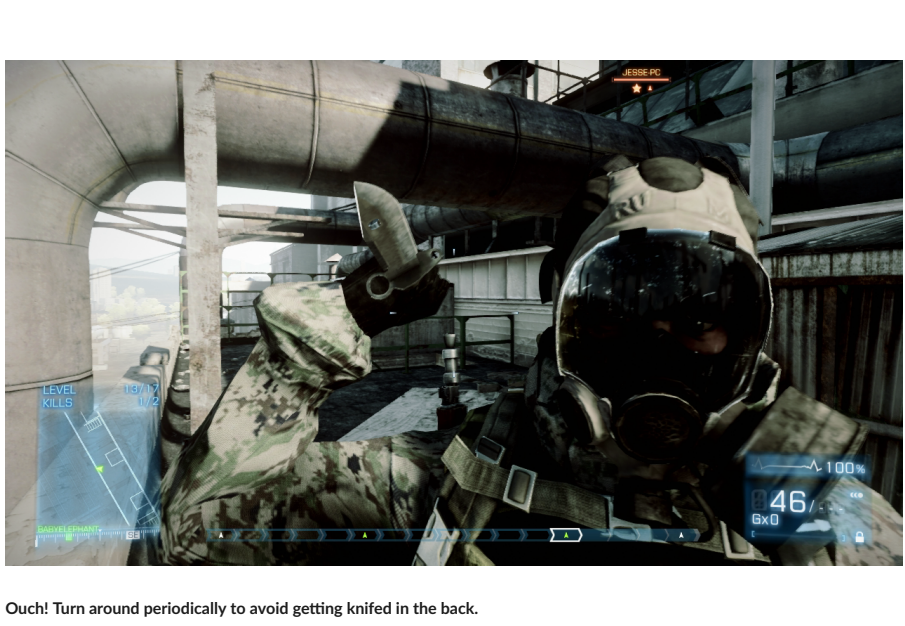


Always spot a target before opening fire to alert your teammates of an enemy's presence.

Before you attack your first enemy, you must first learn how to spot them. When you have an enemy player or vehicle in your sight, press the Spot button/key to highlight it for your team. This places a red icon on the HUD and minimap, showing your entire team where the enemy unit is located. Enemy infantry show up as red triangle icons while vehicles are represented by red vehicle icons. Targets remain spotted for only about five seconds, but that's usually more than enough time for your team to notice the threat.

Also, once the icon disappears, you can spot the target again as long as you've maintained a line of sight. If a teammate kills the target you tagged, you earn a Spot Bonus worth 10 points. So consider playing as recon with a high-powered scope and simply spot enemy units for your team. Even if you don't fire a shot, you can still rack up a decent score.

Knife



Ouch! Turn around periodically to avoid getting knifed in the back.

The knife is a standard-issue weapon available to all players, regardless of their class or rank. When approaching an enemy from behind, you can kill them instantly by attacking with the knife. But if you attack an enemy head-on, it now takes at least two swipes with the knife to score a kill from the front—a new gameplay mechanic introduced in Battlefield 3. So if an enemy is looking in your direction, think twice before attempting a knife kill. Chances are they'll shoot you in the face before you can get within striking range. Instead, always look for opportunities to flank, sneaking up behind unsuspecting opponents and knifing them from behind. As in Battlefield 2142 and every installment since, scoring knife kills earns you the victim's dog tags, providing you with a permanent trophy. In addition to scoring stealthy kills, the knife is also great for slicing through chain-link fences and other obstacles.

Firearms

A subtle bloom animation appears at the center of the reticle, scope, or iron sight when your bullets strike your target.

As mentioned earlier, the reticle in the screen's center is your aiming point for using weapons. Most of the weapons you use are direct fire, meaning that the projectile you fire travels in a basically straight line from your weapon to the target. Using these weapons is simple. Place the reticle directly over the target and then press the Fire button. For semiautomatic or single-shot weapons such as pistols, shotguns, and sniper rifles, each time you press the Fire button/key, you fire a single round. However, for automatic weapons such as submachine guns, assault rifles, and light machine guns, they will continue to shoot as you hold down the Fire button/key until they run out of ammo.

Most weapons in Battlefield 3 have selectable fire modes, allowing you to choose from single-shot, burst, and automatic modes. So experiment with each weapon's fire modes in an effort to increase accuracy and reduce recoil. When firing automatic weapons, the longer the burst, the less accurate your fire. Therefore, to maintain greater accuracy and still put a lot of lead on-target, fire in short bursts. You are more likely to kill your target, especially at medium to long range, with a few accurate rounds rather than spraying an entire magazine over a wide area. If recoil is still a problem, consider switching to burst or single-shot mode.

Iron Sights and Scopes

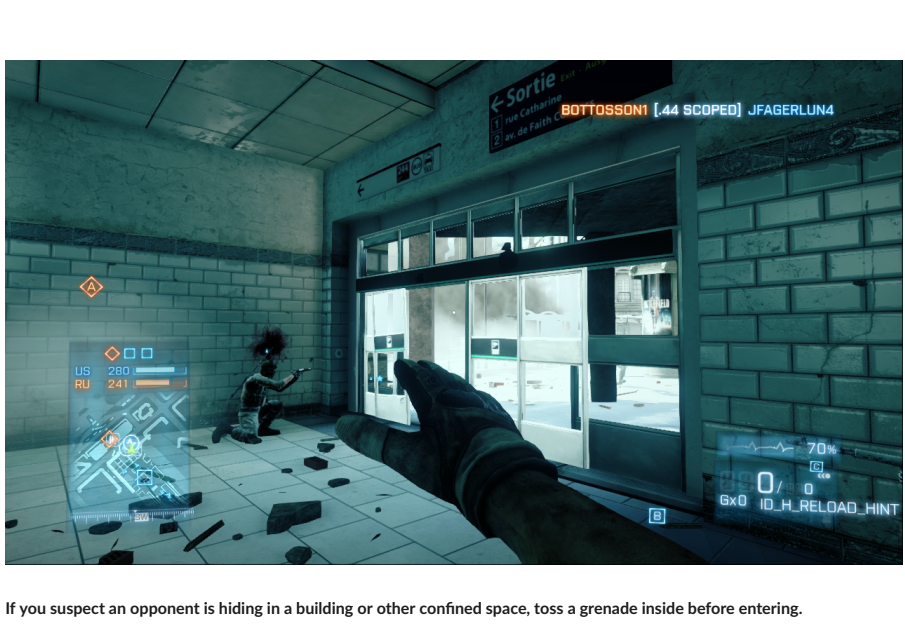
The reticle disappears when aiming through iron sights or a scope, but the bloom animation still appears when hitting a target.

When you fire a weapon using the reticle to aim, you are essentially firing from the hip, with the butt of your weapon in the crook of your arm. This is not very accurate and should only be used at close range. To increase your accuracy, press the Zoom button/key. This will bring up the iron sight view, where you are actually looking through the weapon's sight to aim. You bring the butt of the weapon up to your shoulder, giving you greater accuracy. If your weapon is equipped with a scope, the Zoom button/key will provide a view through the scope rather than the iron sight. Get in the habit of pressing the Zoom button to bring up your iron sight before firing. This is more accurate, and it provides a zoomed-in view of the target.

To further increase accuracy, crouch or drop prone and remain stationary while firing. When peering through high-powered scopes, there is noticeable sway, making it difficult to aim. You can temporarily reduce this sway by holding your breath (hold down the Sprint button/key). But this lasts for only a few seconds. You can completely eliminate scope sway by using a Bipod.

Gravity affects all firearms, causing bullets to drop over distance. When engaging targets at long range, compensate for gravity by aiming high.

Grenades



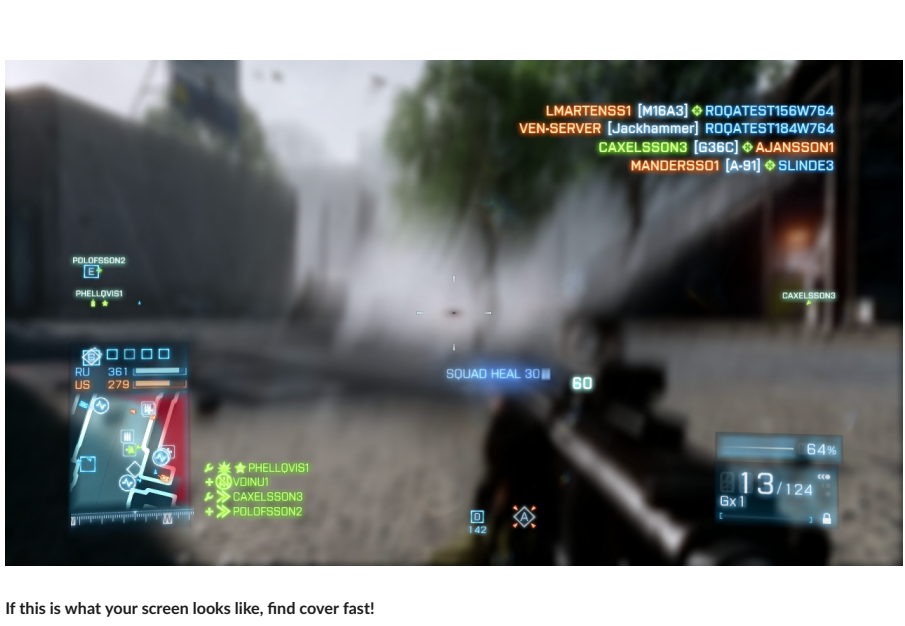
If you suspect an opponent is hiding in a building or other confined space, toss a grenade inside before entering.

Grenades require a bit more skill to use effectively since they are either thrown or launched. Unlike a bullet or rocket, which travels in a straight line, grenades travel in a parabolic arc due to their lower speed and gravity. In the case of a grenade launcher, the farther away you are from the target, the higher you need to aim. That is why the reticle for a grenade launcher has several horizontal lines for aiming points. For a short-range shot, use the top line. The farther away your target, use the lower lines. By using a lower aiming point, you are essentially aiming the weapon higher to lob the grenade toward the target.

Hand grenades work a bit differently. They are thrown rather than launched, and you don't get a separate reticle for aiming. Instead, use your weapon's reticle to best judge where you want to throw a grenade. One press of the Grenade button/key throws the grenade, shown as an orange flashing icon on the HUD. But hand grenades have limited range, so you may need to aim high to get them near your intended target—the farther your target, the higher you should aim your throw.

When using grenades, it is important to understand how they work. Rifle grenades fired from a launcher explode on impact. Hand grenades, in contrast, have a five-second fuse. As a result, you can bounce hand grenades around corners or roll them down inclines. Like your own grenades, enemy grenades show up as flashing orange icons on the HUD. So if you see one of these flashing icons nearby, sprint in the opposite direction before it explodes.

Suppression



If this is what your screen looks like, find cover fast!

The new suppression system will definitely make you think twice before exposing yourself to incoming fire. If rounds hit you or strike anywhere close by, you become suppressed. When you're suppressed, your vision is blurred and your weapon accuracy is greatly diminished. However, the effects of suppression pass quickly if you get out of the line of fire and seek cover. The new suppression mechanic can work in your favor too. Even if you don't have a clear shot at an opponent, open fire in an attempt to suppress them. Any class or weapon is capable of suppressing, but the support kit's light machine guns are most effective. These weapons' large magazine capacities allow you to lay down sustained heavy fire, ideal for keeping an opponent's head down. Each player has an invisible suppression radius around them. Simply landing rounds within this small radius suppresses the target. The new Suppression Assist score (50 points) is awarded if a teammate kills an opponent you've suppressed.

Vehicles

When driving a vehicle, consider slowing or stopping while your passengers are targeting enemies—you get points if they score a kill.

The maps in Battlefield 3 are massive. It can take a while to walk them on foot. Therefore, use vehicles to get around. There are several types of vehicles in the game, but they all are driven with similar controls. Most of the vehicles have more than one seat. When you get into an empty vehicle, you are placed in the driver's seat by default. However, you can move to another position inside the vehicle with the press of a button/key, cycling through all seats. The driver has control of a vehicle's movement and, in the tanks and IFVs, the vehicle's turret-mounted main weapon. Most vehicles even have gunner and passenger positions, allowing teammates to man other vehicle-mounted weapons. So make sure all crew positions are filled before leaving a base or deployment area.

Jets

Feel the need for speed? Spawn directly into the pilot's seat of a waiting jet.

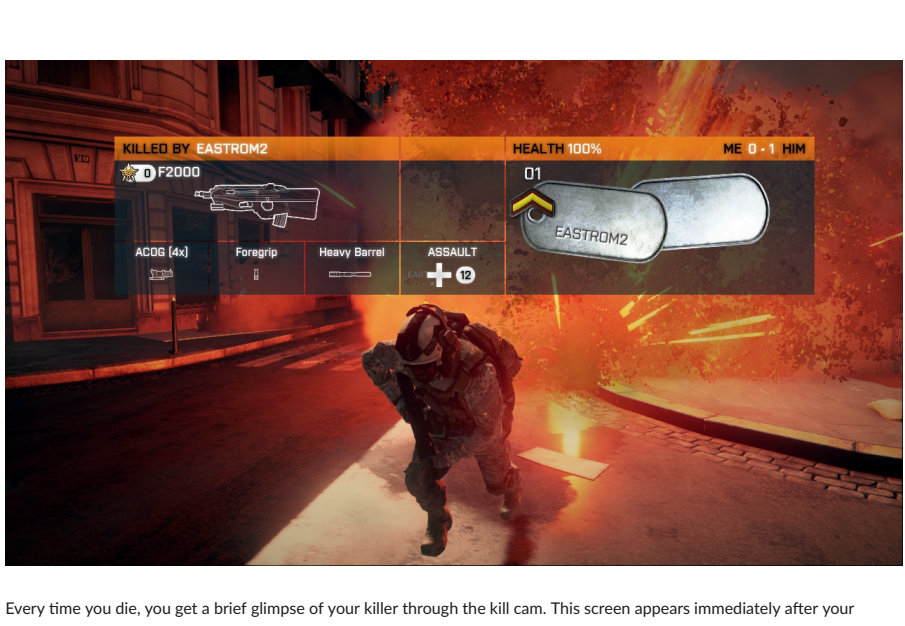
Jets aren't new to the Battlefield series. But they're back, adding a new layer of intensity to the conflict. Initially jets are equipped with only a cannon, useful for performing strafing runs and shooting down enemy aircraft. Like all the vehicles, jets have their own reward progression, allowing you to unlock more powerful air-to-air and air-to-ground weapons, including heat seekers, rocket pods, and guided missiles. So choose your weapons carefully based on the needs of your team. If they need help knocking out tanks, choose rocket pods or guided missiles. Or if your team is constantly harassed by enemy helicopters or jets, choose heat seekers to shoot down these threats. And veterans will be happy to know that all aircraft (jets and helicopters) have their own spawn points. So instead of lingering on a runway waiting for a jet to spawn, simply hold in the Spawn screen and spawn directly into the pilot's seat when a jet or helicopter is available.

Vehicle Damage

A single rocket hit will no longer destroy light vehicles like this Vodnik, but it may kill some of the occupants.

In Battlefield 3, vehicle damage has been completely overhauled. Now if vehicles take light damage, they slowly regenerate health on their own, assuming the vehicle stays out of danger and avoids taking damage for several seconds. However, if a vehicle takes heavy damage, it catches fire and becomes disabled. At this point, vehicle speed and mobility are greatly reduced, but the weapons still function—and the loss of speed and control is extremely dangerous when piloting a jet or chopper. While a vehicle is disabled, its health slowly declines until eventually it explodes. Only engineers can repair a disabled ground vehicle. Jets and helicopters in flight have the benefit of deploying the fire extinguisher upgrade to put out the flames and restore control. As a result of these changes, destroying vehicles outright is much more difficult, requiring you to disable a vehicle before it can be destroyed. Meanwhile, the crew of a disabled vehicle has a critical choice to make: Do they stay with the burning vehicle and try to score more kills, or do they bail out and attempt to find cover before their ride explodes?

Kill Cam

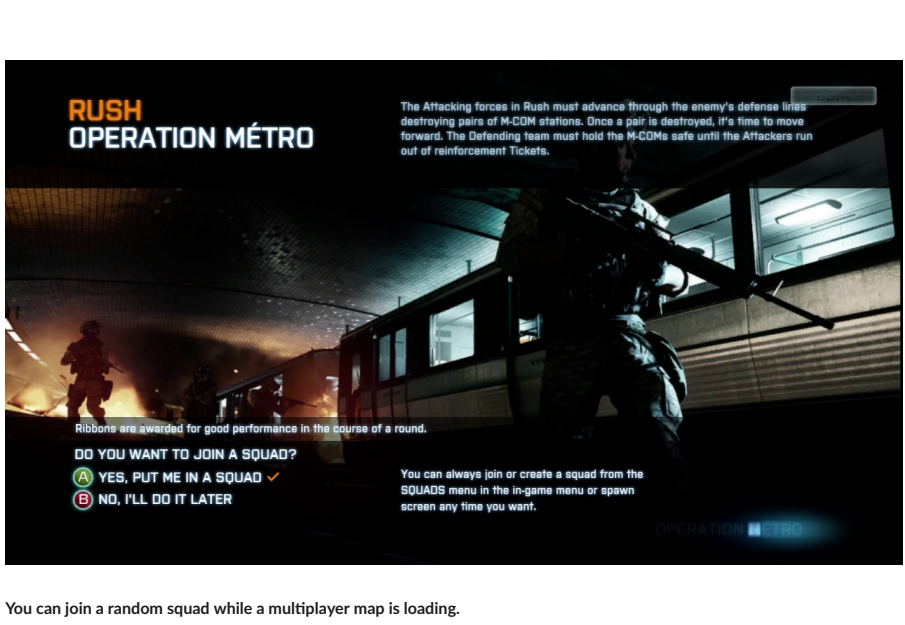


Every time you die, you get a brief glimpse of your killer through the kill cam. This screen appears immediately after your death, providing a brief shot of the player who killed you as well as their name, rank, health, kit, weapon, and specializations. It may seem like a frivolous feature, but the kill cam has larger implications for how the game is played. Snipers can no longer camp one spot and kill from an undisclosed location throughout the entire match. Through the kill cam, victims can see approximately where an enemy player is camping and enact revenge once they respawn. So make a habit of moving frequently, or else you're likely to face one of your angry victims sneaking up behind you with a knife.

Squad Play

If you've played past installments of Battlefield, you know the benefits of joining a squad. A squad is a four-player unit that can communicate with each other over headsets. Being able to talk to the other players in your squad allows you to discuss each situation and respond as a single unified fighting force. Beyond the obvious tactical advantages, being in a squad allows you to earn the squad bonus points, boosting your score and fast-tracking promotions. But if you're new to Battlefield and the squad system, let's take a look at how they work.

Joining a Squad



The Attacking forces in Rush must advance through the enemy's defense lines destroying pairs of M-COM stations. Once a pair is destroyed, it's time to move forward. The Defending team must hold the M-COMs safe until the Attackers run out of reinforcement Tickets.

Ribbons are awarded for good performance in the course of a round.

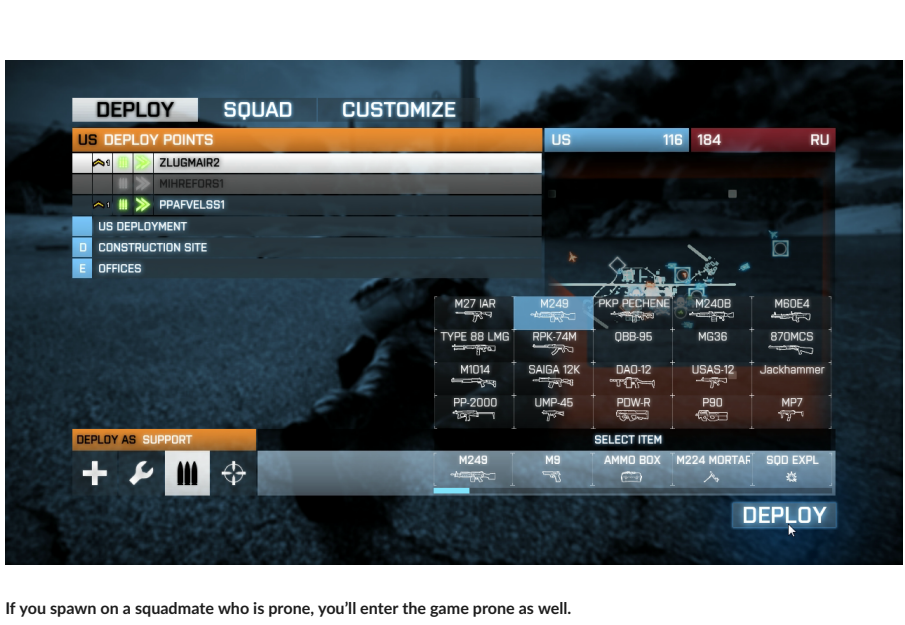
You can always join or create a squad from the SQUADS menu in the in-game menu or spawn screen any time you want.

You can join a random squad while a multiplayer map is loading.

At the start of any match, while the map is loading, you're asked if you want to join a squad. Always choose yes. In this instance, you'll be automatically assigned a squad randomly. Chances are your new squadmates are complete strangers, so say hi and ask what kit they could use before spawning into the game.

If you prefer playing with friends, you can create a squad from your friend's list before even joining a game. Choose the Invite a Friend option from the multiplayer's Quickmatch menu and send invites to anyone on your friend's list who is online. You don't need four players to form a squad, so feel free to join a game once you have at least one friend on your side. However, if you have less than four players in your squad, the extra slots could be filled by strangers. When your squad is formed and ready for action, choose the Find a Game option to begin a match.Squads can also be formed once in a game, allowing you to team-up with friends during the middle of a match.

Squad Spawn



If you spawn on a squadmate who is prone, you'll enter the game prone as well.

One of the huge benefits of playing in a squad is the ability to spawn on any squadmate. The Spawn screen shows many spawning options, including your team's base and control points. If you don't want to spawn at one of those static locations, select the name of one of your squad members. As you select their name, a blue circle icon appears on the map and the camera view switches, showing exactly where they are. Before spawning on a squad member, make sure they're in a safe location. The last thing you want to do is spawn in the middle of an enemy kill zone.

You can also spawn on any squad member who is in a vehicle with unoccupied seats. New to Battlefield 3 are radio beacons, deployed by recon troops. You can place these almost anywhere on the map, where they serve as forward spawn points for your squad. This is a great way for attackers to maintain a presence close to an objective, especially in Rush matches. But don't let enemies see where your radio beacon is placed; otherwise they may camp nearby and pick off your squadmates as they enter the game. When possible, place Spawn Beacons inside buildings to give squad members a safe and instant entry into the match. If Spawn Beacons are placed outdoors, squad members will spawn in parachutes above the battlefield, making them vulnerable to incoming fire as they drift toward the ground.

Teamwork

Issuing and following squad orders is a simple way to boost your score.

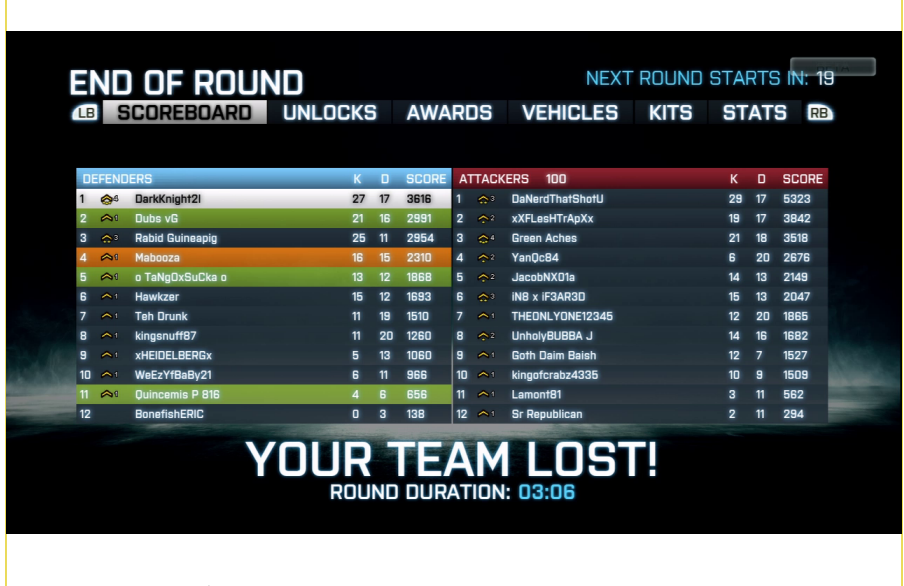
Once in the game, you can identify your squadmates by the green name tags above their heads accompanied by their kit icon. They also show up as green triangles on the minimap. Other teammates have blue name tags above their heads while enemies appear as red. Stay close to your squad so you can support one another. But don't cluster around each other too tightly or else all four of you can be eliminated by an explosive attack. Instead, try to stay within each others' line of sight. By simply communicating and working together, you can gain a huge advantage over your opponents, especially those who wander off by themselves.

In addition to talking to each other over your headsets, use the target-spotting system to tag enemies and issue attack/defend orders. Only the squad leader can issue orders, so watch for blinking boxes around objectives, such as M-COM stations and control points. If no order has been issued, ask your squad leader to place an order on an objective. Kills performed within close proximity of an objective marked with an attack/defend order results in Squad Attack Order (20 points) or Squad Defend Order (20 points) bonuses. So if you're the squad leader, don't forget to issue orders to help your squad's scores.

Tip

Squad member icons are always visible on the HUD, regardless of their location. If a squad member is behind you, their name/icon appears at the bottom of the HUD. Teammate names/icons are only visible when they're within your line of sight.

Note



END OF ROUND

NEXT ROUND STARTS IN: 19

SCOREBOARD UNLOCKS AWARDS VEHICLES KITS STATS

	DEFENDERS	K	D	SCORE		ATTACKERS 100	K	D	SCORE
1	DarkKnight21	27	17	3616	1	DaNerdThatShotU	29	17	5323
2	Dubs v6	21	16	2981	2	xXFLashTrApXx	19	17	3842
3	Rabid Guineapig	25	11	2954	3	Green Aches	21	18	2618
4	Mabooza	16	15	2310	4	YenQc84	6	20	2676
5	o TaNgOxSuCka o	13	12	1868	5	JacobNX01s	14	13	2149
6	Hawkzer	16	12	1683	6	iNB x iF3AR3D	15	13	2047
7	Teh Drunk	11	19	1510	7	THEONLYONE12345	12	20	1665
8	kingsmuff97	11	20	1260	8	UnholyBUBBA J	14	16	1682
9	xHEIDELBERGx	5	13	1060	9	Goth Dalm Baish	12	7	1527
10	WeEzYfBaBy21	6	11	966	10	kingofcrabz4335	10	9	1509
11	Quincemis P 816	4	6	656	11	Lamont81	3	11	562
12	BonefishERIC	0	3	138	12	Sr Republican	2	11	294

YOUR TEAM LOST!

ROUND DURATION: 03:06

You can gauge your squad's performance on the scoreboard during or at the end of a round. Each of your squadmates is highlighted by a green bar—your name is highlighted with an orange bar.

Multiplayer Tactics

Tactics is the combining of maneuvers and firepower to achieve an objective. We've already covered movement and weapons, so this section focuses on using the two together.

Plan Ahead

GET READY
ROUND WILL START IN
4

Before a round begins, take a few seconds to discuss tactics with your teammates. Any game plan is better than none.

There is an old saying that those who fail to plan, plan to fail. You need to come up with a plan before the bullets start flying. The best place to start is to look at your game mode's objectives, since those determine victory or defeat. While killing the enemy is always a goal, it is often a means to an end. Instead, focus on the objectives. Do you have to destroy a target, defend a position, or just get to a certain point on the map?

Once you know what you must do, look at the map and examine the terrain. Where are you located? Where is the objective? How will you get there? Are there any vehicles you can use? These are all questions you need to ask yourself. Once you have determined how to reach the target, you must then consider how to accomplish your orders. Will you need to get in close to plant an explosive charge on the target? If so, how will you secure the perimeter? Finally, you need to take into account your opposition. What does the enemy have, and where are they located? Usually you will not know that type of information until you get in close to the target and can see the enemy with your own eyes. Therefore, planning continues on the fly as you learn new information about enemy positions and actions.

Cover

If you can't find suitable cover nearby, drop prone in an attempt to avoid detection, and crawl to a piece of cover.

Combat is very dangerous. Bullets and other deadly projectiles fly through the air and can kill you outright if they make contact. The concept of cover is to place something solid between you and the enemy that will stop those projectiles and keep you safe. The multiplayer maps are filled with objects that you can use as cover—buildings, walls, trees, rocks, earthen mounds, and so on. Some types of cover will stop small-arms fire such as rifle bullets but not stop the heavier machine-gun fire. Walls of buildings will stop machine-gun fire but not rockets or tank rounds. Therefore, pick cover that will protect you from the current threat—objects constructed from wood or flimsy sheet metal won't stop a bullet.

Cover should become ingrained in your combat thinking. In addition to looking for enemies, you also need to be looking for cover. During a firefight, always stay behind cover. Leave cover only to move to another position with cover. If the cover is low, you may need to crouch down or drop prone to get behind it, standing only to fire over it. When moving from cover to cover, sprint to get there quicker.

While you want to stay behind cover, you also want to try to deny the benefit of cover to your enemies. Destroying their cover is a way to do that. Another way is to reduce the effect of their cover by moving to hit them from a direction for which they have no cover. This is called flanking. For example, if an enemy is taking cover behind a wall, move around to the side of the wall so that the wall is no longer between you and your target. Or, if you have an explosive weapon, you can simply blow a hole in the wall, taking your target out in the process.

Destructible Environments

Tanks are great for dishing out destruction. Use their cannons to blow holes in walls and other pieces of cover.

One of the awesome features in Battlefield 3 is that many of the structures and objects can be damaged or outright destroyed. This presents a large range of possibilities and opportunities that will affect the tactics you use. For example, if the enemy is holed up in a house and taking shots at you from the windows, you could try to throw a grenade through the window or rush into the house via the doorway and clear the threat out with close-range combat. However, with destruction as an option, you can launch a rocket at a wall of the structure and blow a hole in it; you just might kill an enemy who was on the other side. If the enemy survived, you can then use direct fire to kill him, since you destroyed the wall providing cover.

Often structures can funnel you into a kill zone the enemy has set up. But you can blast your way through walls or other objects and come at the enemies from different directions they might not expect. While this may seem to favor the attacker, the defender can also use this as an advantage. Destroy potential cover the attacker may use to approach your position. Call in mortar strikes on groves of trees or shoot out wooden fences to deny the enemy a place to hide. As a result, you can create your own kill zones of open land that the enemy must traverse—all the while under the fire of your weapons.

Some structures that take heavy damage can completely collapse, killing everyone inside. Target a building's exterior walls until you hear a series of creaking and moaning sounds, indicating an imminent collapse. This can be a fun (yet inefficient) way to take out a pesky sniper hiding in an attic or upper floor. Obviously, if you find yourself in a creaking and moaning building, get out fast!

Long-Range Combat

When sniping, try to focus your fire down narrow choke points like streets, alleys, and bridges.

If possible, it is best to try to attack the enemy at long range before they're even aware of your presence. While sniper rifles work great for this type of combat, you can even use assault rifles, light machine guns, or rocket launchers to hit targets at long range. The key to winning at long range is to take your time. Drop prone, stay still, and use iron sights or scopes to increase your magnification and accuracy. As always, make sure you have some good cover in case the enemy decides to shoot back—if you can see them, they can see you. Also remember to fire in short bursts to ensure that more of your bullets hit the target.

Caution

Whenever aiming through a high-magnifi cation scope, a distinct glint is produced by the scope's lens, potentially giving away your position. Avoid scanning the battlefi eld through your scope to maintain concealment.

Close-Quarter Combat

Quick reflexes trump accuracy in close-quarter gun battles like this. This is why shotguns are so effective.

This type of combat is the exact opposite of long-range combat. In close quarters, such as in a town or even within a building, you don't have a lot of time to aim before shooting. However, at such short ranges, accuracy is not really a factor. Instead, you need a weapon that puts out a lot of firepower with some spread so you are more likely to get a hit while moving. Shotguns and submachine guns are great for close-quarter combat.

Your minimap is also an important tool, especially if teammates have spotted targets. Since you can see where enemies are located, use this info to set up shots while strafing around corners. Your weapon will already be aimed at the target as it appears on the minimap, which saves you just enough time to have the advantage and make the kill rather than be killed. Don't forget to use grenades, which can be thrown around corners or over walls to hit enemies who think they are safe behind cover.

Have you just run out of ammo in the middle of a close-quarter duel? It's much faster to draw your pistol than to reload your main weapon. Or if your opponent is reloading, too, rush in for a melee kill.

Engaging Vehicles

If you don't have the firepower to kill a tank, don't draw its attention. Instead, seek cover and spot the tank for teammates capable of taking it out.

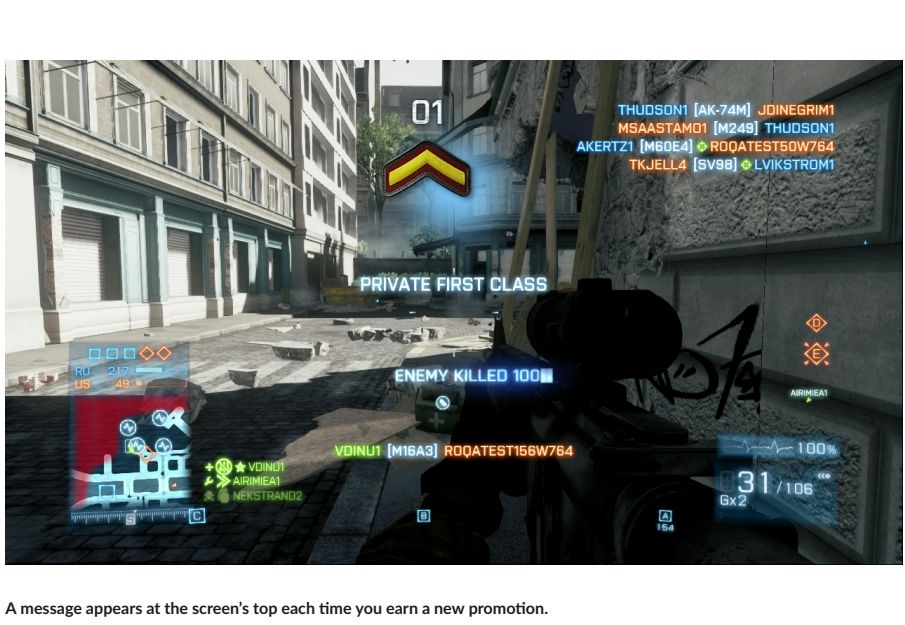
Attacking vehicles is dangerous—especially when you are an infantryman. However, modern soldiers have a lot of firepower they can use to disable and destroy vehicles. This role usually falls to the engineer, who carries antitank rocket launchers and mines. It takes only a single rocket to disable most light vehicles. However, tanks and IFVs require at least two rocket hits to disable, and even more to destroy. Always try to attack tanks from the rear, where their armor is the weakest. Rocket launchers are most effective, but grenade launchers can work in a pinch, too, assuming the vehicle is already heavily damaged. Of course, the best way to kill a tank is with another tank.

Even if you don't have those powerful weapons or gadgets, you can still damage light vehicles with small-arms fire. The gunners on the Growler ITV and VDV Buggy are completely exposed—shoot them and the vehicles lose their firepower. For those who are really daring, engineers can place mines in the path of moving vehicles. C4 (now carried by the support kit) is also very effective against vehicles, but you have to get very close to slap on a charge.

Tip

In addition to having weak side and rear armor, the top armor of tanks are also weak. When possible, try to target a tank's top armor to maximize damage. Javelins are ideal for scoring top-hits on tanks.

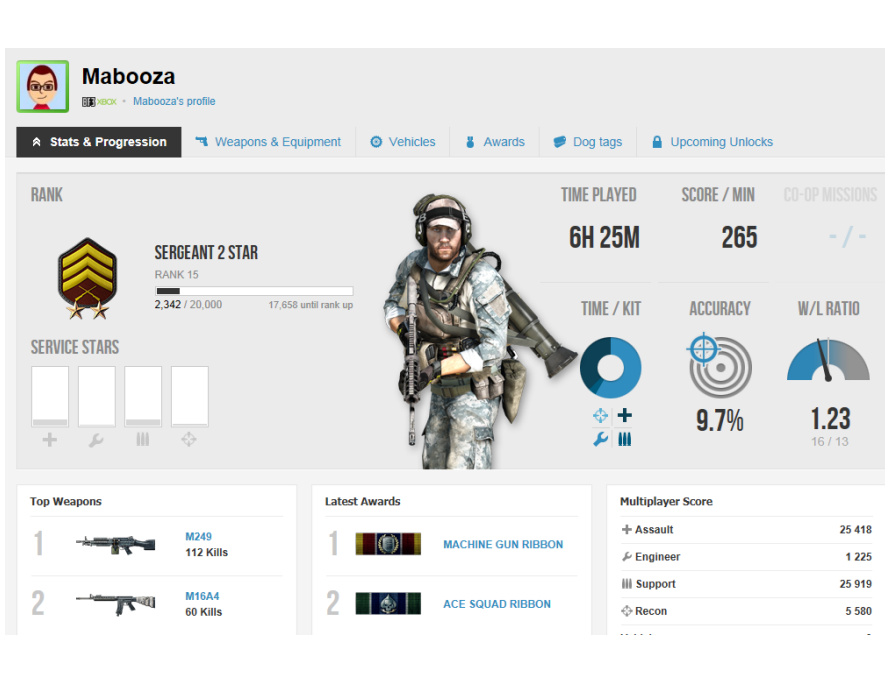
Persistence System



A message appears at the screen's top each time you earn a new promotion.

Almost every action performed in a multiplayer match can earn you points. Points not only determine which players are listed at the top of the scoreboard after a round, but they also help you unlock new weapons, gadgets, and specializations and even help you achieve new ranks. So at the end of a round, check out your overall performance in the End of Round screens. These screens show your current rank and your progress toward achieving the next rank. It also has statistical breakdowns of your score, showing how many points were earned with each kit, your vehicles, and your awards. Speaking of awards, any dog tags, medals, or ribbons earned during the round are shown in the "Unlocks" and "Awards" sections. The Kits screen shows how much progress you've made toward unlocking new equipment for each kit. For complete information on the game's scoring system, reference the Battlefield Compendium. There you'll find scoring details for each possible action. Knowing exactly which actions earn you points may change the way you approach each battle.

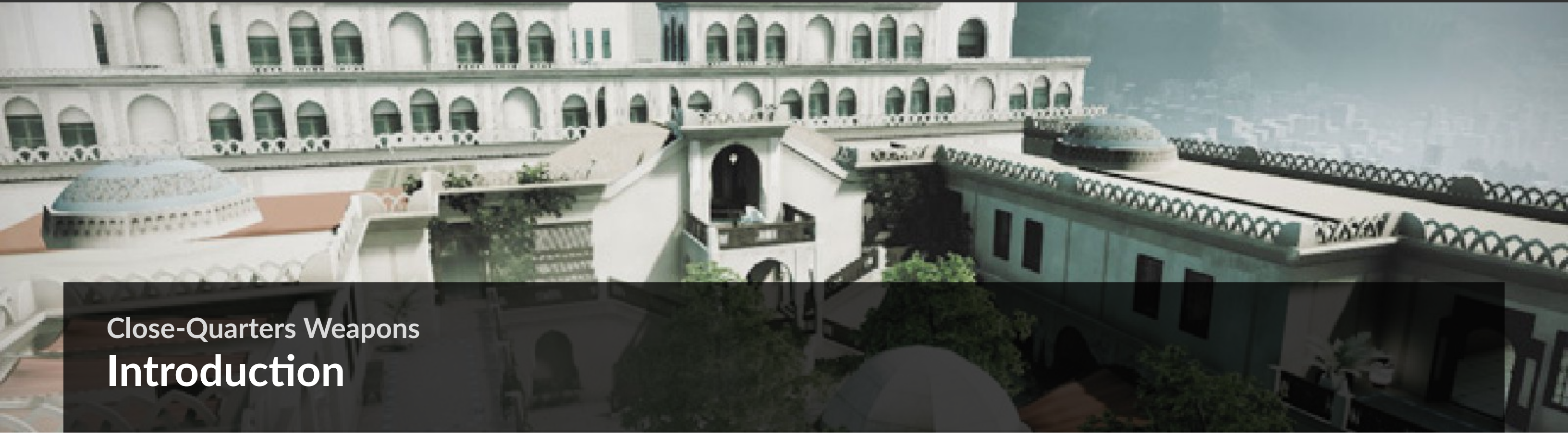
Battlelog



Review your multiplayer stats, awards, and unlocks from the Battlelog website.

URL: battlelog.battlefield.com

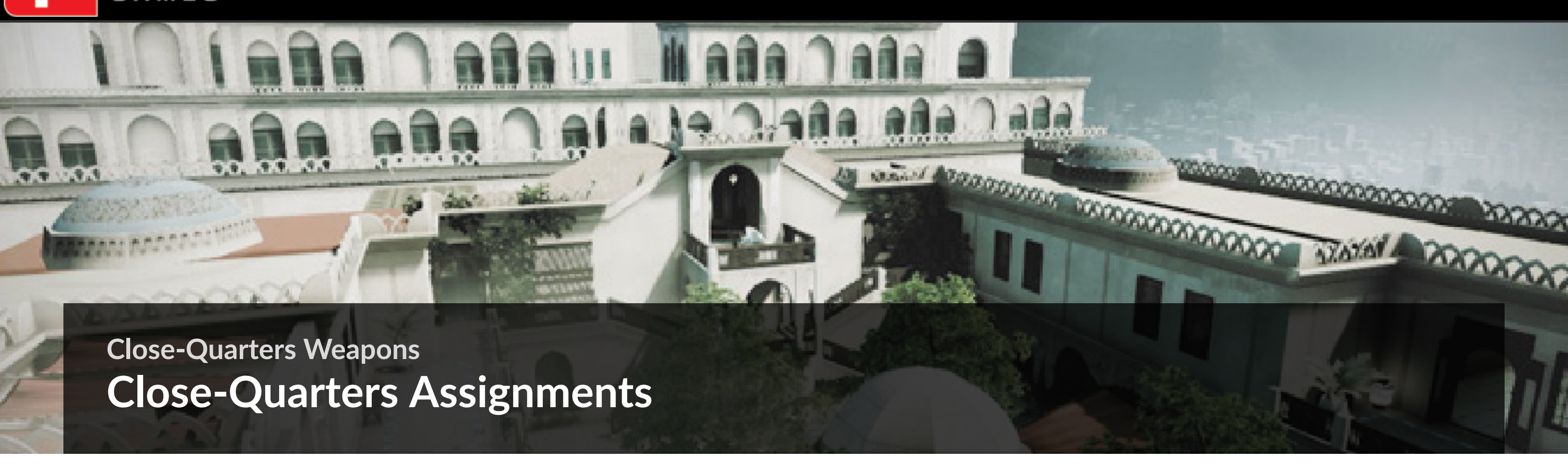
The new Battlelog website allows you to keep tabs on everything happening in Battlefield 3, even when you're away from the game. Log in to the Battlelog using the e-mail address and password associated with your EA.com or Origin.com account. The Battlelog keeps track of every stat imaginable and offers social networking features, allowing you to see what your friends have been up to. By creating or joining a platoon, you can guarantee you always have a reliable group of friends to play with. PC players can even access a server browser and join games directly from the Battlelog.



Close-Quarters Weapons

Introduction

Like the Back to Karkand expansion pack, Close Quarters adds ten new weapons. But these weapons aren't available immediately. To unlock each new weapon, you must complete an assignment that requires you to fulfill a set of specific tasks. Upon the completion of an assignment, a new weapon is unlocked along with its associated dog tag. Like the weapons included with Battlefield 3, every primary weapon has its own unlock progression, allowing you to equip new accessories such as scopes and rail attachments. No two weapons are exactly the same, so get to know them and select ones that best reflect your style of play.



Close-Quarters Weapons

Close-Quarters Assignments

There are ten new assignments in all, corresponding with the ten new weapons. The assignments are broken up into two tiers. Before you can access a lower-tier assignment, you must first complete the assignment directly above it. Here's a quick rundown of the assignments, including the unlocks and criteria for each.

Shepherd

Unlocks

- AUG A3 assault rifle
- Set Us Up the Bomb assignment

Criteria

- 10 squad revives
- 30 assault rifle kills

Set Us Up the Bomb

Unlocks

- SCAR-L assault rifle

Criteria

- Complete Shepherd assignment
- 20 kills with underslung grenade launcher
- 15 kills with hand grenades

No Shortage

Unlocks

- L86A2 light machine gun
- Point-Blank assignment

Criteria

- 20 squad resupplies
- 20 kills with light machine guns

Point Blank

Unlocks

- LSAT light machine gun

Criteria

- Complete No Shortage assignment
- 10 kills with C4
- 10 knife takedowns

Done Fixing

Unlocks

- ACW-R carbine
- My Own Terminator assignment

Criteria

- 20 AT rocket kills
- 30 kills with carbines

My Own Terminator

Unlocks

- MTAR-21 carbine

Criteria

- Complete Done Fixing assignment
- Get a kill with EOD Bot
- 100 kills with carbines

Team Player

Unlocks

- M417 sniper rifle
- Bullet Point assignment

Criteria

- Get 10 T-UGS assists
- Capture 20 flags

Bullet Point

Unlocks

- JNG-90 sniper rifle

Criteria

- Complete Team Player assignment
- 50 kills with sniper rifles
- Win 3 Rounds of Conquest Domination

These Hurt Too

Unlocks

- SPAS-12 shotgun
- Hold the Trigger assignment

Criteria

- 20 kills with pistols
- 20 kills with shotguns

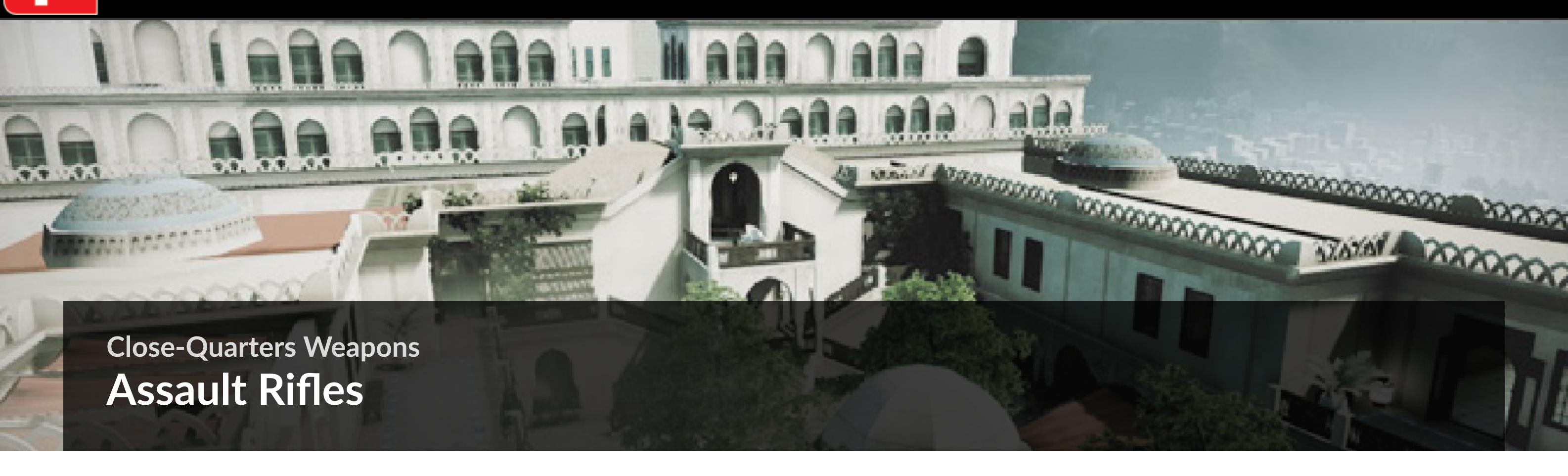
Hold the Trigger

Unlocks

- M5K PDW

Criteria

- Complete These Hurt Too assignment
- Finish Top 5 Gun Master
- 100 kills with PDWs



Close-Quarters Weapons

Assault Rifles

Assault rifles are the most versatile primary weapons available, useful in a variety of situations. All assault rifles can be equipped with a grenade launcher, offering even more firepower capable of knocking down walls and damaging light-skinned vehicles. An underslung shotgun attachment is also available. These rifles can only be accessed by the assault kit.

AUG A3

Ammo: 5.56 x 45 mm NATO

Rate of Fire: 700 rpm

Magazine Capacity: 30

Range: Long

Fire Modes:

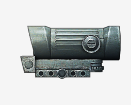
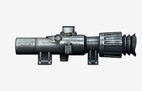
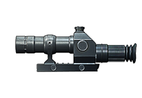
- Single-shot
- Automatic

Unlock: Shepherd assignment

- 10 Squad Revives
- 30 Assault Rifle Kills

This 5.56 bullpup design was developed in the 1970s and features high modularity while being fully ambidextrous. Since its adoption as the standard rifle of the Austrian Army in 1977, it has seen great success as an export, with a high number of global users praising its ruggedness and excellent handling.

Unlock Progression

Image	Accessory	Slot	Kills
	ACOG (4x)	Optics	10
	Heavy Barrel	Secondary	20
	Foregrip	Underslung Rail	30
	Tactical Light	Secondary	40
	Reflex (RDS)	Optics	50
	Bipod	Underslung Rail	60
	Suppressor	Secondary	70
	Holographic (HOLO)	Optics	80
	Laser Sight	Secondary	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	M145 (3.4x)	Optics	150
	Flash Suppressor	Secondary	175
	PSO-1 (4x)	Optics	200
	KOBRA (RDS)	Optics	235
	PKA-S (HOLO)	Optics	270
	PKS-07 (7x)	Optics	300
	PKA-A (3.4x)	Optics	350

SCAR-L

Ammo: 5.56 x 45 mm NATO

Rate of Fire: 620 rpm

Magazine Capacity: 30

Range: Long

Fire Modes:

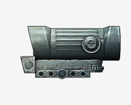
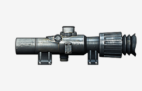
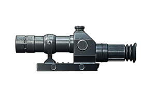
- Single-shot
- Automatic

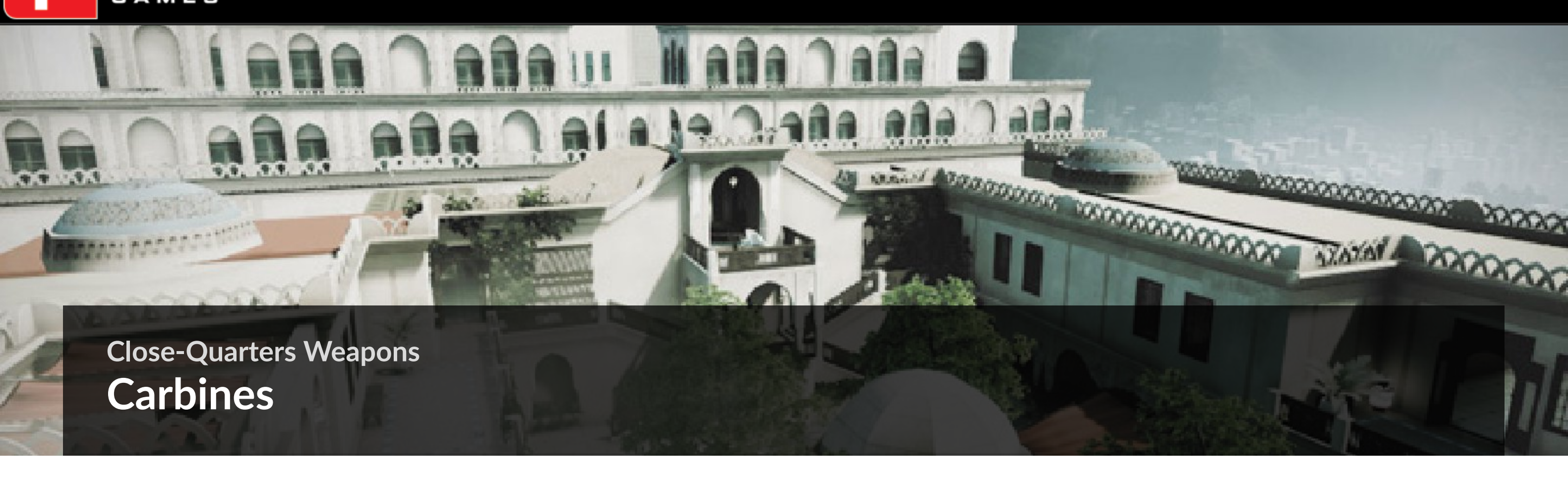
Unlock: Set Us Up the Bomb assignment

- Complete Shepherd assignment
- 20 Kills with underslung grenade launcher
- 15 kills with hand grenades

The SCAR rifle system's modularity allows for many different configurations. The Mk. 16 "SCAR-L" features a 14-inch barrel and a full 30-round magazine. Compared to its 20-round carbine counterpart, the heavier Mk. 17, the SCAR-L provides greater target acquisition at longer ranges due to the extended barrel length and more controlled fire due to manageable recoil.

Unlock Progression

Image	Accessory	Slot	Kills
	ACOG (4x)	Optics	10
	Heavy Barrel	Secondary	20
	Foregrip	Underslung Rail	30
	Tactical Light	Secondary	40
	Reflex (RDS)	Optics	50
	Bipod	Underslung Rail	60
	Suppressor	Secondary	70
	Holographic (HOLO)	Optics	80
	Laser Sight	Secondary	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	M145 (3.4x)	Optics	150
	Flash Suppressor	Secondary	175
	PSO-1 (4x)	Optics	200
	KOBRA (RDS)	Optics	235
	PKA-S (HOLO)	Optics	270
	PKS-07 (7x)	Optics	300
	PKA-A (3.4x)	Optics	350



Close-Quarters Weapons

Carbines

Carbines bridge the gap between assault rifles and submachine guns, ideal for a variety of combat situations. Their compact design makes them easy to maneuver in tight quarters. The shorter barrel length means less muzzle velocity, accuracy, and range than their assault rifle counterparts, but they still have the stopping power to take down opponents quickly. The carbines are only available to the engineer class.

ACW-R

Ammo: 5.56 x 45 mm NATO

Rate of Fire: 850 rpm

Magazine Capacity: 30

Range: Long

Fire Modes:

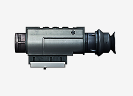
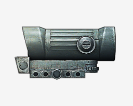
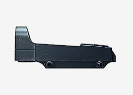
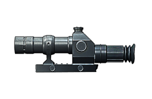
- Single-shot
- Automatic

Unlock: Done Fixing assignment

- 20 AT rocket kills
- 30 kills with carbines

This adaptive combat rifle features several recent rifle designs and acts as a lightweight, feature-heavy rifle platform. Using the modern, recoil-reducing "Grendel" round, as well as being built to endure rough weather conditions and capable of utilizing standard STANAG magazines, this rifle is equipped to fill many of the roles required by both military and law enforcement.

Unlock Progression

Image	Accessory	Slot	Kills
	Reflex (RDS)	Optics	10
	Laser Sight	Secondary	20
	Foregrip	Primary	30
	Tactical Light	Secondary	40
	Holographic (HOLO)	Optics	50
	Suppressor	Secondary	60
	ACOG (4x)	Optics	70
	Heavy Barrel	Secondary	80
	Bipod	Primary	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	M145 (3.4x)	Optics	150
	Flash Suppressor	Secondary	175
	KOBRA (RDS)	Optics	200
	PKA-S (HOLO)	Optics	235
	PSO-1 (4x)	Optics	270
	PKS-07 (7x)	Optics	300
	PKA-A (3.4x)	Optics	350

MTAR-21

Ammo: 5.56 x 45 mm NATO

Rate of Fire: 900 rpm

Magazine Capacity: 30

Range: Long

Fire Modes:

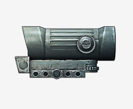
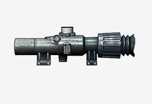
- Single-shot
- Automatic

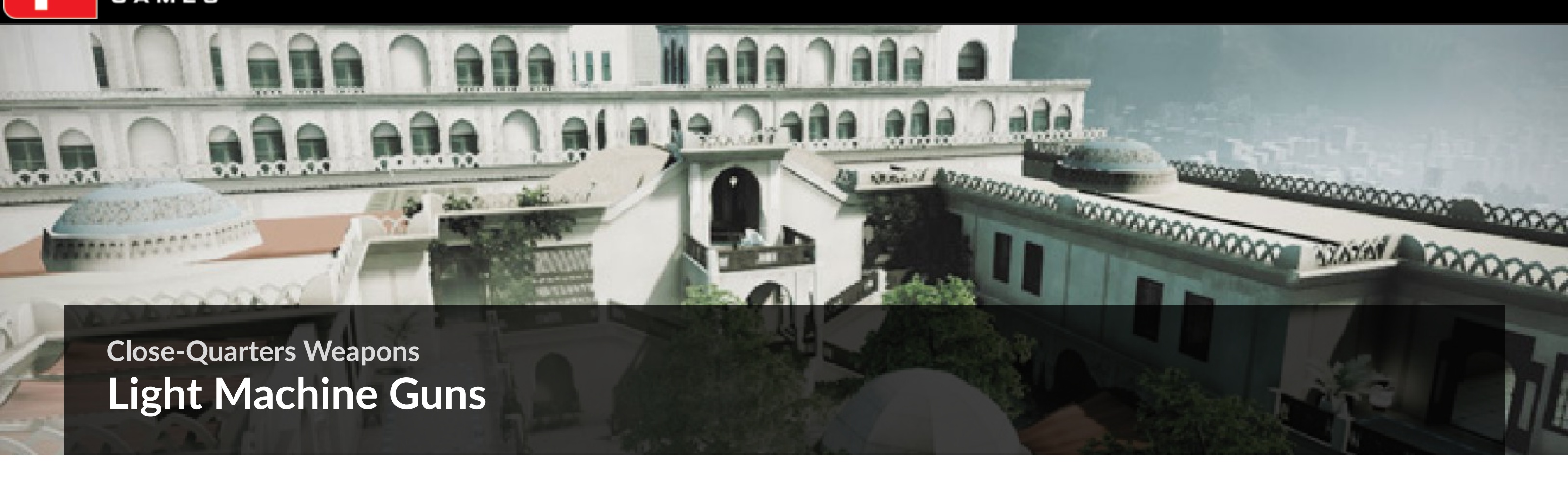
Unlock: My Own Terminator assignment

- Complete Done Fixing assignment
- Get a kill with EOD Bot
- 100 kills with carbines

This bullpup carbine is the ultracompact version of the Israeli army standard TAR-21 rifle. It features supreme ergonomics and handling due to its 590 mm (23.2 in) length and is intended for use in tighter environments where standard length rifles become cumbersome. As of 2009, it is destined to become the standard rifle of the IDF and is seeing success internationally as part of security and police forces.

Unlock Progression

Image	Accessory	Slot	Kills
	Reflex (RDS)	Optics	10
	Laser Sight	Secondary	20
	Foregrip	Primary	30
	Tactical Light	Secondary	40
	Holographic (HOLO)	Optics	50
	Suppressor	Secondary	60
	ACOG (4x)	Optics	70
	Heavy Barrel	Secondary	80
	Bipod	Primary	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	M145 (3.4x)	Optics	150
	Flash Suppressor	Secondary	175
	KOBRA (RDS)	Optics	200
	PKA-S (HOLO)	Optics	235
	PSO-1 (4x)	Optics	270
	PKS-07 (7x)	Optics	300
	PKA-A (3.4x)	Optics	350



Close-Quarters Weapons

Light Machine Guns

When it comes to laying down high volumes of fire, few weapons are as effective as the light machine guns. Thanks to their large magazine capacities and high rates of fire, these hulking weapons can fire long bursts of automatic fire, sending your opponents diving for cover. This is the support kit's primary weapon, ideal for suppressing opponents. All light machine guns come equipped with a Bipod for greater stability while firing automatic bursts.

L86A2

Ammo: 5.56 x 45 mm NATO

Rate of Fire: 750 rpm

Magazine Capacity: 45

Range: Medium

Fire Modes:

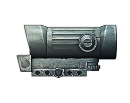
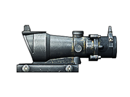
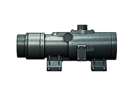
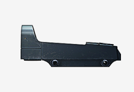
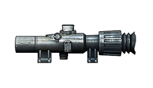
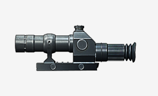
- Automatic

Unlock: No Shortage assignment

- 20 squad resupplies
- 20 kills with light machine guns

Designed to provide fire support to smaller groups of infantry, this British SA80 family rifle comes equipped with an extended barrel giving great effective range. While originally intended to act as a light machine gun, it has seen a shift toward marksman duties due to its great performance at longer distances. While it has limited sustained fire capabilities due to not being belt fed, the reliable accuracy makes it a great force multiplier for any squad.

Unlock Progression

Image	Accessory	Slot	Kills
	Holographic (HOLO)	Optics	10
	Laser Sight	Secondary	20
	Foregrip	Primary	30
	Tactical Light	Secondary	40
	M145 (3.4x)	Optics	50
	Flash Suppressor	Secondary	60
	Reflex (RDS)	Optics	70
	Suppressor	Secondary	80
	ACOG (4x)	Optics	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	PKA-S (HOLO)	Optics	150
	PKA-A (3.4x)	Optics	175
	KOBRA (RDS)	Optics	200
	PSO-1 (4x)	Optics	235
	PKS-07 (7x)	Optics	270
	Extended Mag	Secondary	300
	Heavy Barrel	Secondary	350

LSAT

Ammo: 5.56 x 45 mm NATO

Rate of Fire: 650 rpm

Magazine Capacity: 100

Range: Medium

Fire Modes:

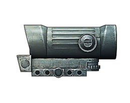
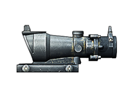
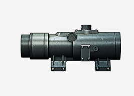
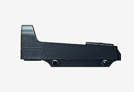
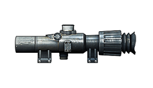
- Automatic

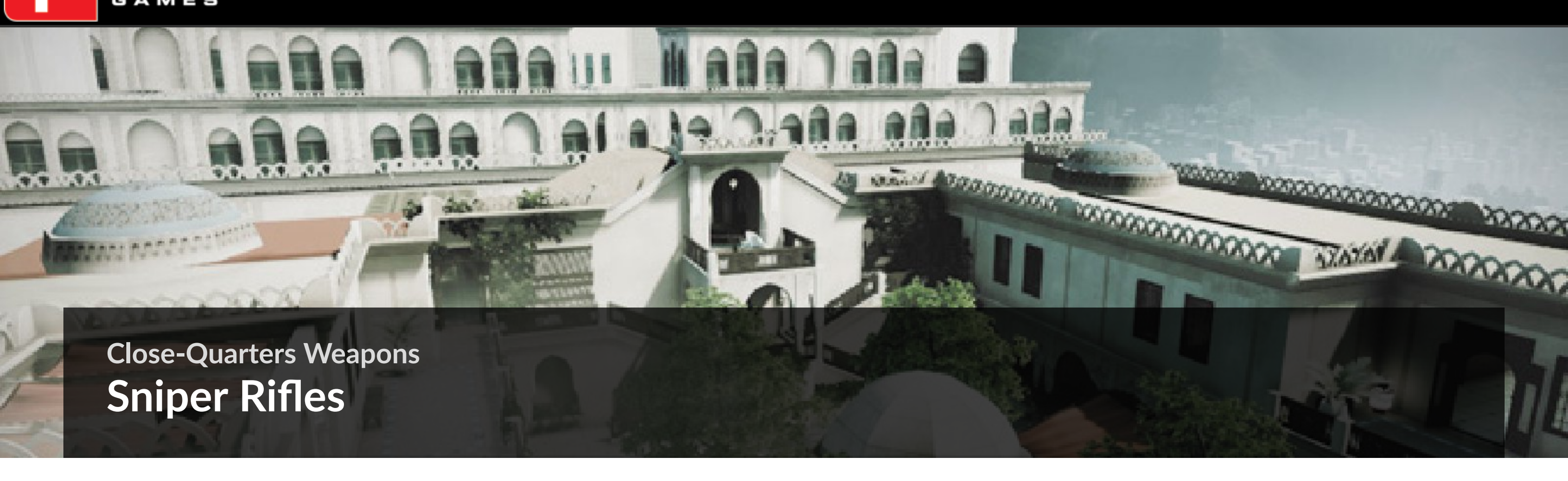
Unlock: Point Blank assignment

- Complete No Shortage assignment
- 10 kills with C4
- 10 knife takedowns

This U.S. JSSAP prototype is intended to significantly reduce the weight associated with small arms and their ammunition. Using a high-ignition temperature propellant, this prototype light machine gun features belt-fed caseless ammunition. Should the program be successful, this weapon system could become a great improvement over the heavier and more cumbersome squad automatic weapons currently in use.

Unlock Progression

Image	Accessory	Slot	Kills
	M145 (3.4x)	Optics	10
	Flash Suppressor	Secondary	20
	Extended Mag	Primary	30
	Tactical Light	Secondary	40
	Holographic (HOLO)	Optics	50
	Foregrip	Primary	60
	Laser Sight	Secondary	70
	Reflex (RDS)	Optics	80
	Suppressor	Secondary	90
	IRNV (IR 1x)	Optics	100
	ACOG (4x)	Optics	125
	PKA-A (3.4x)	Optics	150
	PKA-S (HOLO)	Optics	175
	KOBRA (RDS)	Optics	200
	PSO-1 (4x)	Optics	235



Close-Quarters Weapons

Sniper Rifles

If you prefer engaging enemies at extreme distances, the sniper rifles are the choice for you. These are the most powerful and accurate weapons available, but they also require the most skill and patience to master. Sniper rifles are only available to the recon kit.

M417

Ammo: 7.62 x 51 mm NATO

Rate of Fire: Semi-Auto

Magazine Capacity: 20

Range: Very Long

Fire Modes:

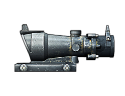
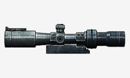
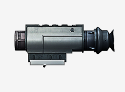
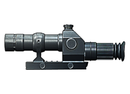
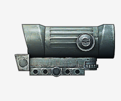
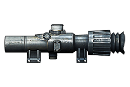
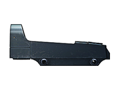
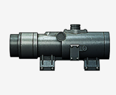
- Single-Shot

Unlock: Team Player assignment

- Get 10 T-UGS assists
- Capture 20 flags

This bigger brother of M416 features a heavier 16-inch barrel as well as an enlarged receiver capable of handling the heavy 7.62 round. The high precision and stopping power of this rifle make it ideal as a DMR, and it sees service in many armed forces worldwide.

Unlock Progression

Image	Accessory	Slot	Kills
	ACOG (4x)	Optics	10
	Laser Sight	Secondary	20
	Foregrip	Primary	30
	Tactical Light	Secondary	40
	Holographic (HOLO)	Optics	50
	Bipod	Primary	60
	Suppressor	Secondary	70
	Ballistic (12x)	Optics	80
	Reflex (RDS)	Optics	90
	IRNV (IR 1x)	Optics	100
	PKS-07 (7x)	Optics	125
	M145 (3.4x)	Optics	150
	PSO-1 (4x)	Optics	175
	PKA-S (HOLO)	Optics	200
	KOBRA (RDS)	Optics	235
	PKA-A (3.4x)	Optics	270

JNG-90

Ammo: 7.62 x 51 mm NATO

Rate of Fire: Bolt-Action

Magazine Capacity: 10

Range: Very Long

Fire Modes:

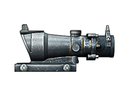
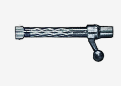
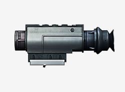
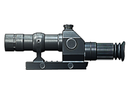
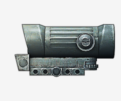
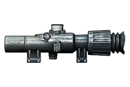
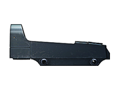
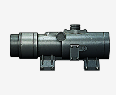
- Single-Shot

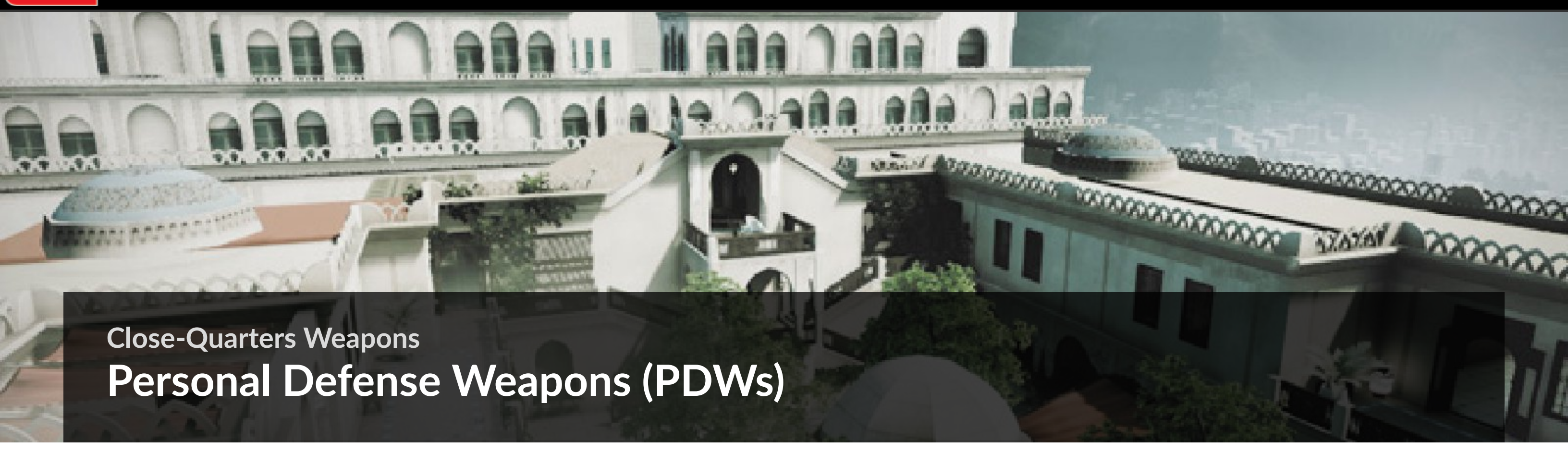
Unlock: Bullet Point assignment

- Complete Team Player assignment
- 50 kills with sniper rifles
- Win 3 Rounds of Conquest Domination

Easily identified by its massive muzzle break, the JNG-90 serves as the standard sniper rifle of the Turkish army. This modern rifle has integral rail systems and many other accessory options, making it adaptable to shifting situations. It provides the shooter great stopping power, as well as sub MOA accuracy.

Unlock Progression

Image	Accessory	Slot	Kills
	Ballistic (12x)	Optics	10
	Laser Sight	Secondary	20
	Bipod	Primary	30
	Tactical Light	Secondary	40
	ACOG (4x)	Optics	50
	Straight Pull Bolt	Primary	60
	Suppressor	Secondary	70
	Holographic (HOLO)	Optics	80
	Reflex (RDS)	Optics	90
	IRNV (IR 1x)	Optics	100
	PKS-07 (7x)	Optics	125
	M145 (3.4x)	Optics	150
	PSO-1 (4x)	Optics	175
	PKA-S (HOLO)	Optics	200
	KOBRA (RDS)	Optics	235
	PKA-A (3.4x)	Optics	270



Close-Quarters Weapons

Personal Defense Weapons (PDWs)

These compact and lightweight weapons are best deployed in close quarters due to their short range. But what they lack in accuracy and damage output, they make up for in rate of fire. In Battlefield 3, the PDWs are available to all classes. So consider choosing one of these weapons when tasked with assaulting or defending a building interior or other confined space.

M5K

Ammo: 9 x 19 mm

Rate of Fire: 900 rpm

Magazine Capacity: 25

Range: Short

Fire Modes:

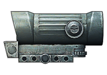
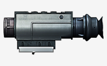
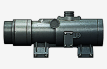
- Automatic

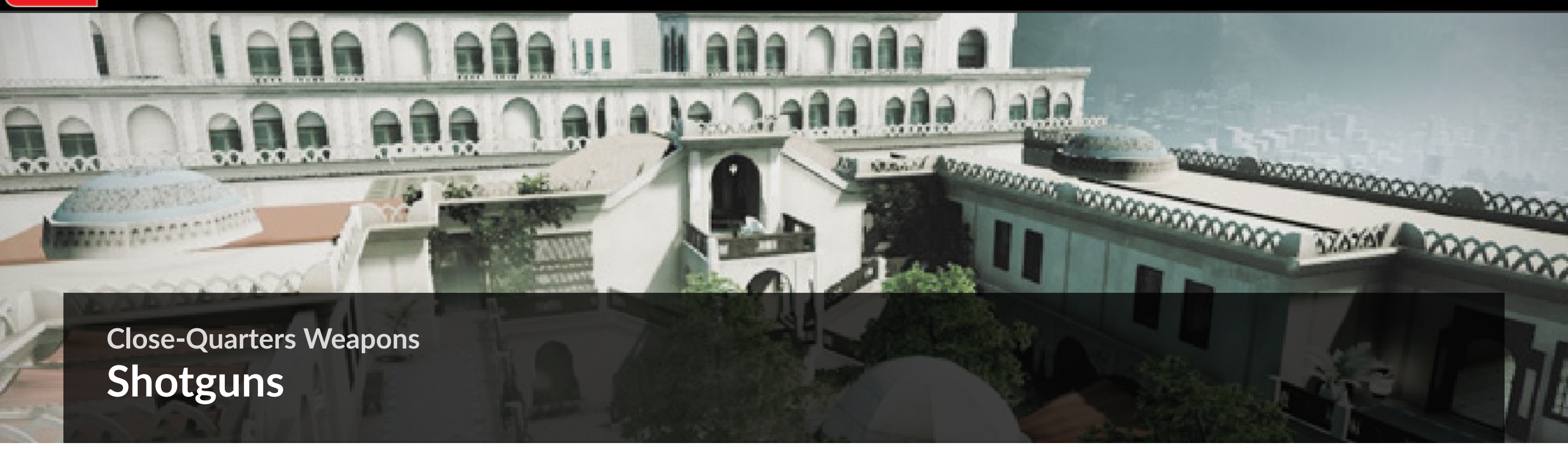
Unlock: Hold the Trigger assignment

- Complete These Hurt Too assignment
- Finish Top 5 Gun Master
- 100 kills with PDWs

A tactical machine pistol based on one of the world's most successful submachine gun designs. With the shoulder stock completely removed and the shortened receiver, this ultracompact personal defense weapon is capable of very high rates of fire, as well as great stopping power at close range.

Unlock Progression

Image	Accessory	Slot	Kills
	Reflex (RDS)	Optics	10
	Laser Sight	Secondary	20
	Suppressor	Secondary	30
	Holographic (HOLO)	Optics	40
	Tactical Light	Primary	50
	Extended Mag	Secondary	60
	M145 (3.4x)	Secondary	70
	ACOG (4x)	Optics	80
	KOBRA (RDS)	Optics	90
	IRNV (IR 1x)	Optics	100
	PKA-S (HOLO)	Optics	125
	PKA-A (3.4x)	Optics	150



Close-Quarters Weapons

Shotguns

Nobody misses with a shotgun. Although these weapons lack the accuracy and finesse of the other weapons, their brutal power is a worthwhile trade-off. At close range, these weapons are unmatched, capable of killing with one shot. Like PDWs, shotguns are available to all classes.

SPAS-12

Ammo: 12 gauge

Rate of Fire: Pump-action

Magazine Capacity: 5

Range: Short

Fire Modes:

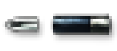
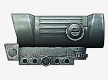
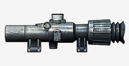
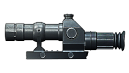
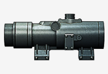
- Single-shot

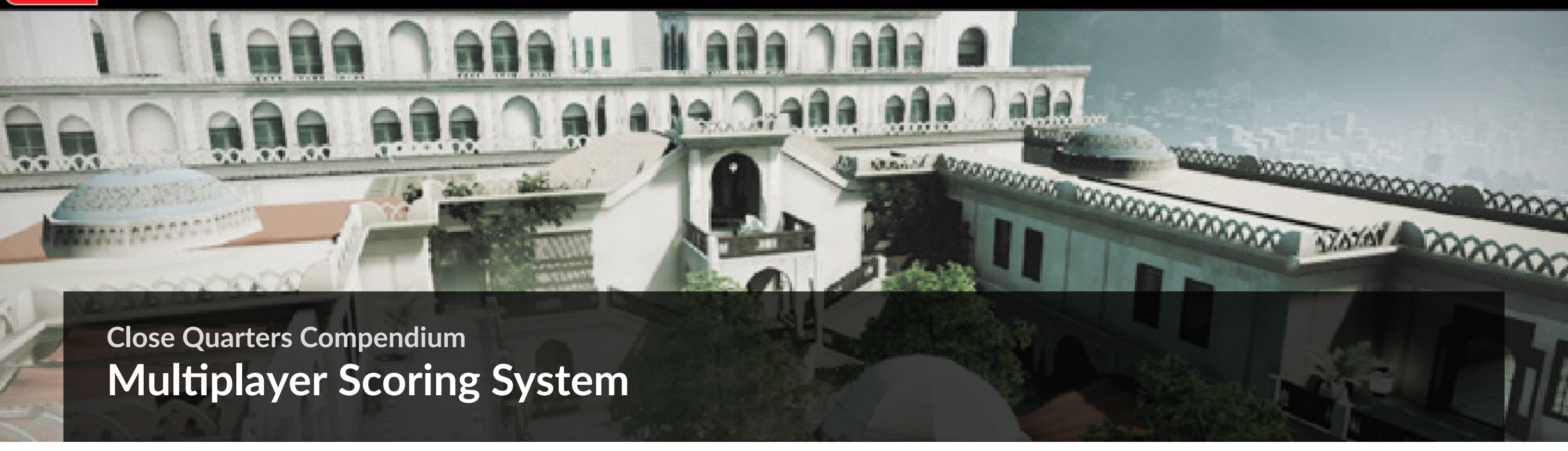
Unlock: These Hurt Too assignment

- 20 kills with pistols
- 20 kills with shotguns

This Italian-made iconic shotgun has seen great success since its introduction on the market during the 1980s. It's become popular worldwide thanks to its capacity to handle a great variety of shell types. Its unique magazine design further simplifies the use of varied ammunition, allowing the SPAS-12 to remain in high regard with police and military units worldwide.

Unlock Progression

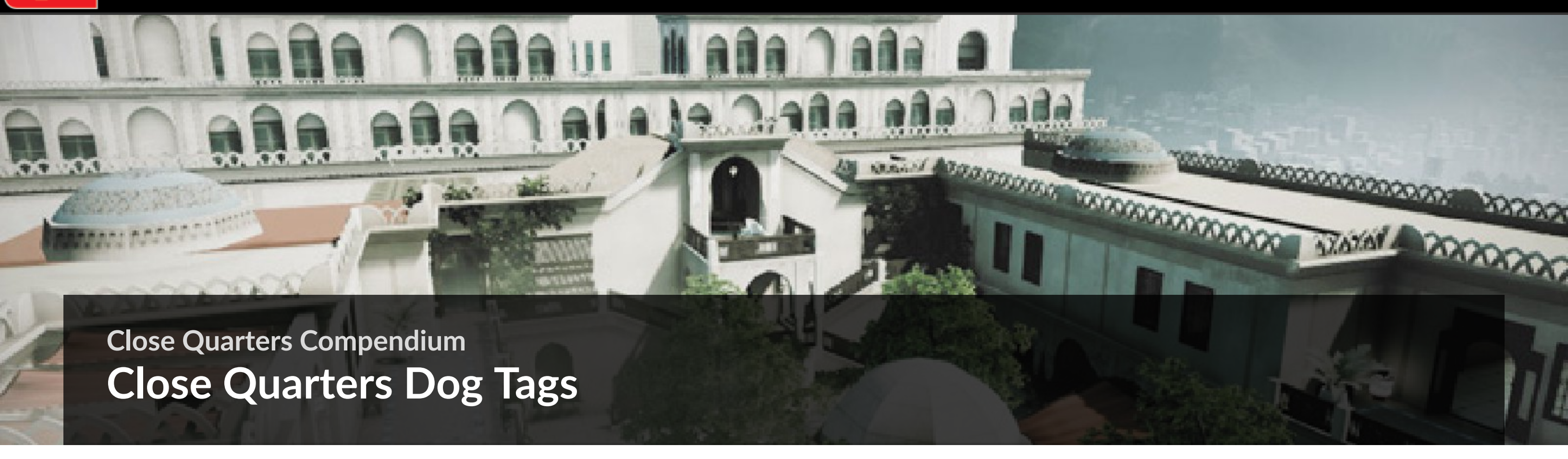
Image	Accessory	Slot	Kills
	Reflex (RDS)	Optics	10
	12G Flechette	Secondary	20
	Extended Mag	Primary	30
	Holographic (HOLO)	Optics	40
	Tactical Light	Primary	50
	12G Frag	Secondary	60
	ACOG (4x)	Optics	70
	Laser Sight	Optics	80
	12G Slug	Secondary	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	M145 (3.4x)	Optics	150
	Flash Suppressor	Primary	175
	KOBRA (RDS)	Optics	200
	PKA-S (HOLO)	Optics	235
	PSO-1 (4x)	Optics	270
	PKS-07 (7x)	Optics	300
	PKA-A (3.4x)	Optics	350



Multiplayer Scoring System

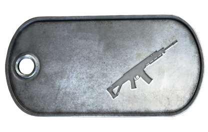
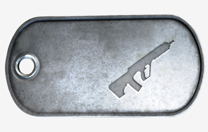
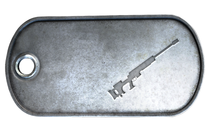
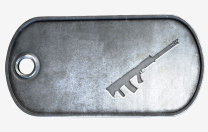
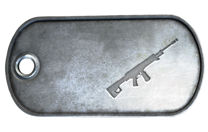
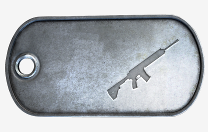
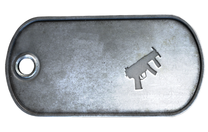
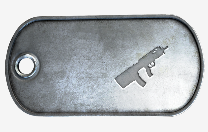
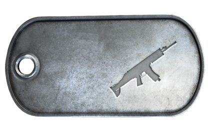
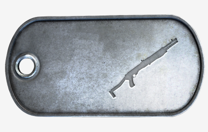
Multiplayer Scoring System

Action	Points	Description
Attack Order Followed	20	Have a squadmate follow the attack order.
Avenger Bonus	10	Kill an enemy within 3 seconds of him killing a friendly.
Comeback	TBD	Comeback from a streak of 5 or more consecutive deaths. Score is number of consecutive deaths x10.
Defend Order Followed	20	Have a squadmate follow the defend order.
Designated Target Hit	TBD	Score based on how much damage the locked missile does.
Destroyed Explosive	20	Destroy an enemy explosive (claymore, mine, or C4).
Dog Tag Savior	50	Rescue a teammate just as he is about to be stabbed.
Double Kill	40	Kill two enemies in 0.8 seconds of each other.
Driver Assist	10	Have a passenger in your vehicle kill an enemy.
Enemy Down	100	Kill an enemy.
Equipment Destroyed	20	Destroy a stationary weapon that is occupied by an enemy or equipment placed by an enemy. This includes EOD Bots, MAV, Mortar, Radio Beacon, SOFLAM and UGS.
Flag Capture Assist	50	Participate in a flag capture.
Flag Captured	250	Capture a flag.
Flag Defend	20	Kill someone while you or the victim is in the radius of a flag owned by your team.
Flag Neutralize Assist	150	Participate in a flag neutralize.
Flag Neutralized	200	Neutralize an enemy flag.
Headshot Bonus	10	Kill an enemy with a headshot.
Heal	10	Heal points awarded for every 20% health healed on a friendly.
Kill Assist	10-100	Do at least 10 points of damage to an enemy and have a teammate finish them off. Note that this caps out at 100, as healing can restore the enemies hit points.
Killstreak Stopped	TBD	Kill an enemy who has made 6 or more kills without dying. The score awarded is the number of kills in the enemies streak x10.
Marksman Bonus	100+	Score a headshot with a sniper rifle. Score is distance to the target.
M-COM Armed	100	Arm an M-COM station
M-COM Attack Kill	20	Kill an enemy who is disarming the crate.
M-COM Defense Kill	20	Kill an enemy who is arming the crate.
M-COM Destroyed	500	Destroy an M-COM station.
M-COM Disarmed	200	Disarm an M-COM station.
Motion Sensor Assist	20	Enemy was killed while in your MAV's motion sensor range.
Motion Sensor Assist	20	Enemy was killed while in your T-UGS motion sensor range.
Multiple Kill	100	Kill four or more enemies within 0.8 seconds of each other.
Nemesis Kill	TBD	Kill the same enemy 6 or more times. The score awarded is the number of kills x10.
Nemesis Payback	TBD	Kill your nemesis. The score awarded is the number of times your nemesis has killed you x10.
Repair	10	Repair vehicle points given for every 10% of damage repaired.
Repair	20	Repair vehicle points given for every 10% of damage repaired.
Resupply	10	Resupply a teammate.
Road Kill	10	Run over an enemy.
Savior Bonus	20	Kill an enemy within 2 seconds of him dealing 50%–99% of damage to a friendly.
Spot Bonus	10	Spot an enemy and have a teammate kill them.
Squad Attack Order	20	Attack an objective that the leader has designated.
Squad Defend Order	20	Defend an objective that the leader has designated.
Squad Driver Assist	20	Have a squadmate who is a passenger in your vehicle make a kill.
Squad Eliminated	10	Kill all members in a squad.
Squad Heal	20	Heal a squadmate.
Squad Passenger Assist	20	Have a squadmate who is driving your vehicle make a kill.
Squad Resupply	20	Resupply a squadmate.
Squad Revive	110	Revive a squadmate.
Squad Spawn on You	10	Have a squadmate spawn on you.
Suppression Assist	50	Suppress an enemy and have a teammate kill them.
Target Designated	10	Lock on to an enemy vehicle with the target designator.
Team Passenger Assist	10	Have the driver in your vehicle kill an enemy.
Team Revive	100	Revive a teammate.
Triple Kill	60	Kill three enemies within 0.8 seconds of each other.
Vehicle Destroy	50	Destroy a vehicle within 10 seconds of an enemy leaving it.
Vehicle Destroy Assist	10-100	Do at least 10 points of damage to an enemy vehicle and have a teammate destroy it. Points awarded are based on how much damage was done.
Vehicle Disabled	100	Disable a vehicle.

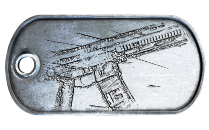
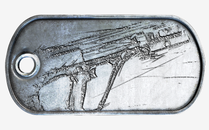
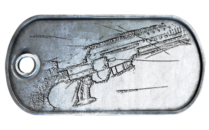
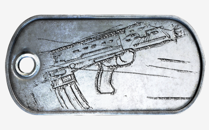
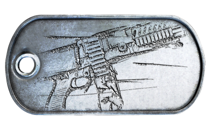
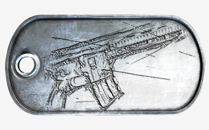
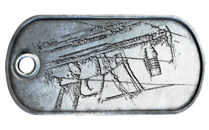
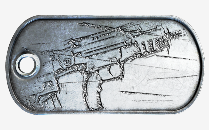
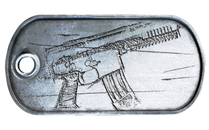
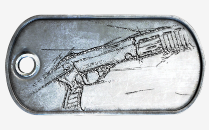
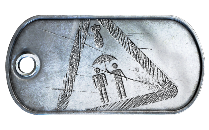
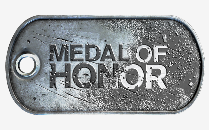
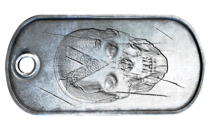
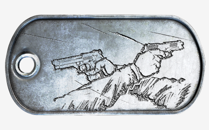
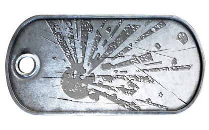


Close Quarters Dog Tags

Close Quarters Dog Tags (Left)

Dog Tag	Name	Criteria
	ACW-R Proficiency Dog Tag	Obtain ACW-R Service Star.
	AUG-A3 Proficiency Dog Tag	Obtain AUG-A3 Service Star.
	JNG-90 Proficiency Dog Tag	Obtain JNG-90 Service Star.
	L86A2 Proficiency Dog Tag	Obtain L86A2 Service Star.
	LSAT Proficiency Dog Tag	Obtain LSAT Service Star.
	M417 Proficiency Dog Tag	Obtain M417 Service Star.
	M5K Proficiency Dog Tag	Obtain M5K Service Star.
	M-TAR 21 Proficiency Dog Tag	Obtain M-TAR 21 Service Star.
	SCAR-L Proficiency Dog Tag	Obtain SCAR-L Service Star.
	SPAS-12 Proficiency Dog Tag	Obtain SPAS-12 Service Star.

Close Quarters Dog Tags (Right)

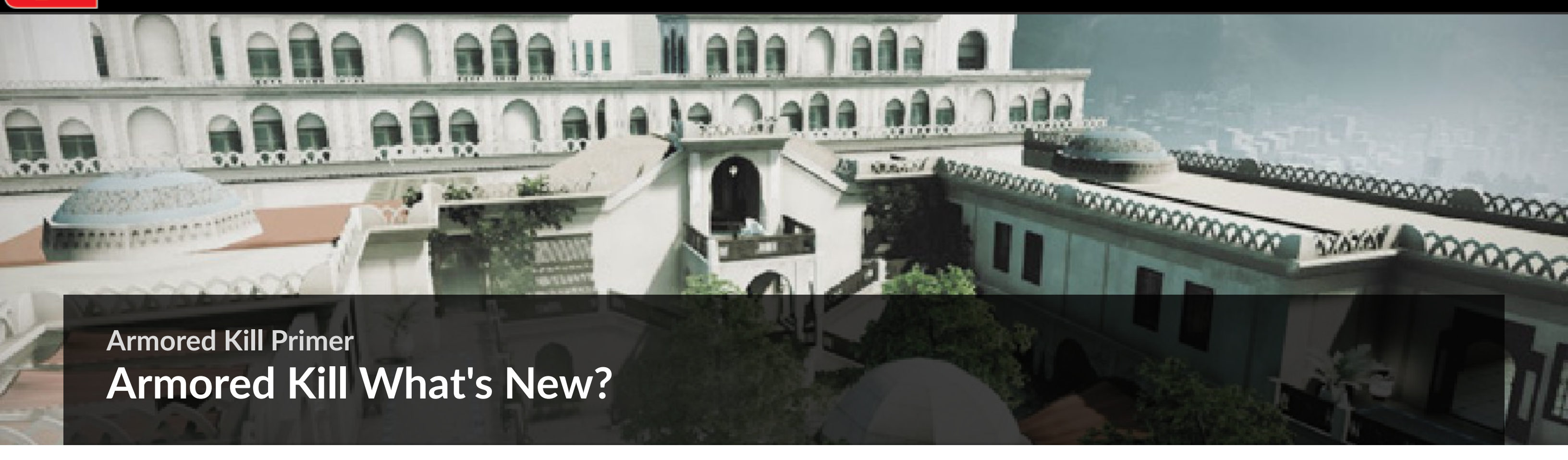
Dog Tag	Name	Criteria
	ACW-R Master Dog Tag	Obtain ACW-R Service Star 5.
	AUG-A3 Master Dog Tag	Obtain AUG-A3 Service Star 5.
	JNG-90 Master Dog Tag	Obtain JNG-90 Service Star 5.
	L86A2 Master Dog Tag	Obtain L86A2 Service Star 5.
	LSAT Master Dog Tag	Obtain LSAT Service Star 5.
	M417 Master Dog Tag	Obtain M417 Service Star 5.
	M5K Master Dog Tag	Obtain M5K Service Star 5.
	M-TAR 21 Master Dog Tag	Obtain M-TAR 21 Service Star 5.
	SCAR-L Master Dog Tag	Obtain SCAR-L Service Star 5.
	SPAS-12 Master Dog Tag	Obtain SPAS-12 Service Star 5.
	Danger Close	Featuring the Danger Close Studios logo.
	Medal of Honor	Reference to the MoH games.
	Visceral	Reference to Dead Space and Visceral Studios.
	Toe2Toe	Reference to fighting up close and personal.
	The Greatest Destroyer	Reference to HD Destruction and the final campaign mission.

Close Quarters Compendium

Close Quarters Achievements and Trophies

Achievements and Trophies

Image	Name	Description	Gamerscore	Trophy
	Dominator	Win a round of Conquest Domination.	20	Bronze
	Man of Caliber	Complete a round of Gun Master.	20	Bronze
	Grinding the Crack	Fall over the edge on Ziba Tower.	20	Bronze
	Deadly Tools	Without dying, get a kill with a carbine, pistol, and rocket launcher.	30	Silver
	Show of Force	Get 10 kills with all 10 Close Quarters weapons.	30	Silver



Armored Kill Primer

Armored Kill What's New?

What’s New?

The Battlefield 3: Armored Kill expansion pack emphasizes vehicle combat across vast and varied landscapes. Specifically, the focus is on tank battles, requiring players to brush up on their armor tactics. With the addition of four new maps, six new vehicles, and several new assignments, there’s plenty here to sink your teeth into. Here’s a quick summary of what you can expect from some of the new features.

New Maps

01-001 The four new maps are one of the most exciting additions to Armored Kill, each supporting six unique game modes, including the new Tank Superiority mode. These new maps are huge, harkening back to the massive tank battles on classic maps like El Alamein, Kubra Dam, and Dragon Valley. With so much terrain to cover, vehicles play a vital role when it come to moving your troops around the battlefield and securing objectives. You don’t want to be stuck on foot in the no-man’s land of these sprawling landscapes, so always look for a vehicle or hitch a ride from a teammate.

Tank Superiority Mode

01-002 The Tank Superiority game mode is a variant of Conquest, but there’s only one flag in the center of the map. In that sense, it plays much like the Air Superiority mode from Battlefield 1943. However, instead of racing around the map in airplanes, each team only has access to tanks and the new tank destroyers. Each team’s base spawns two tanks and six tank destroyers, putting a maximum of 16 vehicles on the map, all fighting for control of one flag. Spawn times for vehicles have been reduced to two seconds each, making sure there are plenty of armored vehicles to go around. As in Conquest, the team that controls the flag initiates a drain on the opposing team’s ticket count. But even when controlled, the flag does not act as a spawn point—you can only spawn at your team’s base. When one team’s ticket count reaches zero, the match is over and the team with the most tickets is declared the winner. While tank combat is the focus of Tank Superiority, players aren’t limited to driving around in vehicles. Each soldier class has access to the full range of weapons and gadgets supplied by their customized troop kit. In these battles engineers are the most practical class, given their ability to destroy and repair vehicles. However, recon soldiers can also make their presence felt by deploying SOFLAMs and laser-designating enemy vehicles for Javelins and other laser-guided munitions. MAVs can also come in handy for spotting enemy vehicles. Without the support of infantry, winning a round of Tank Superiority can be tough. So even if there are no vehicles available at your base, you can still play an important role in securing a victory when deploying with the appropriate gear.

Tank Destroyers

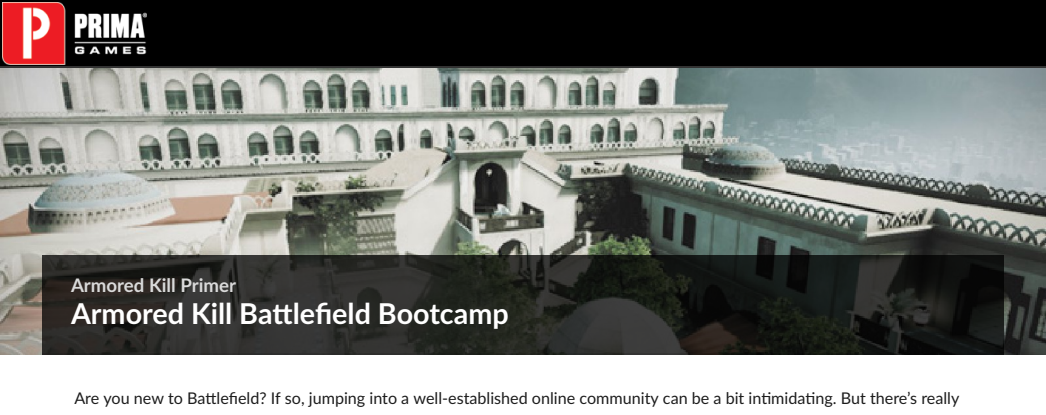
01-003 The new tank destroyers are essentially infantry fighting vehicles (IFVs) fitted with large tank cannons. Although faster and more maneuverable than tanks, the tank destroyers lack the thick armor of their bigger, badder counterparts. As a result, it’s important to keep a defensive mind-set when driving one of these vehicles, particularly when facing off against enemy tanks—always keep the tank destroyer’s thick front armor facing your target. In addition to dishing out some serious anti-tank firepower, tank destroyers can also serve as troop transports. Unlike the IFVs, in tank destroyers the passenger positions are not fitted with weapons. Still, hitching a ride in one of these armored vehicles is always preferable to hiking across a dangerous battlefield.

Mobile Artillery

01-004 The new M142 and BM-23 mobile artillery units launch volleys of high-explosive rockets over great distances, giving each team the ability to bombard targets from across the map. Each vehicle is capable of launching up to six rockets in quick succession. From the gunner position, use the ladder-like reticle to adjust your aim, moving the rocket tubes both vertically and horizontally. When making vertical adjustments, the higher the pitch of the rocket tubes, the farther the rockets will travel. The rockets are by no means precision weapons and greatly benefit from the assistance of a forward spotter, helping you adjust your aim. If your rockets are falling short of the target, increase the pitch of the rocket tubes. Likewise, if the rockets are overshooting the target, reduce the pitch of the rocket tubes. When fired at great distances, the rockets impact beyond your visual range. So if you don’t have the feedback of a forward spotter, you’re firing blind. After firing six rockets, the vehicle automatically begins the long reload process. During this time the vehicle is completely defenseless unless fitted with one of the unlockable weapon upgrades. At close range mobile artillery units are vulnerable to attacks by infantry, tanks, and aircraft. So keep these units back from the front lines where they’re less likely to be harassed by enemies.

Gunship

The gunship is a new gameplay concept introduced by Armored Kill, rewarding one team with a powerful airborne weapons platform. In Conquest matches there is one control point on each of the new maps that spawns a gunship. Once captured, the control point grants the controlling team access to the gunship. During Rush matches, the attacking US team always has access to a gunship. Unlike in other aircraft, there is no pilot position in the gunship. Instead, the aircraft orbits around the map on its own with two crew positions accessible from the Spawn screen. Each gunner position is equipped with a port-mounted cannon as well as a top-mounted anti-aircraft turret. The 25mm cannon is capable of rapid fire, spitting out up to 30 rounds of high-explosive rounds in quick succession before entering a short reload phase. The 105mm cannon is essentially a tank gun mounted on the side of the aircraft. This heavy weapon fires one armor-piercing shell at a time, capable of disabling most ground vehicles with a single hit. In addition to serving as an awesome ground-attack aircraft, the gunship is also a mobile spawn point, dropping troops over the battlefield along its circular flight path.

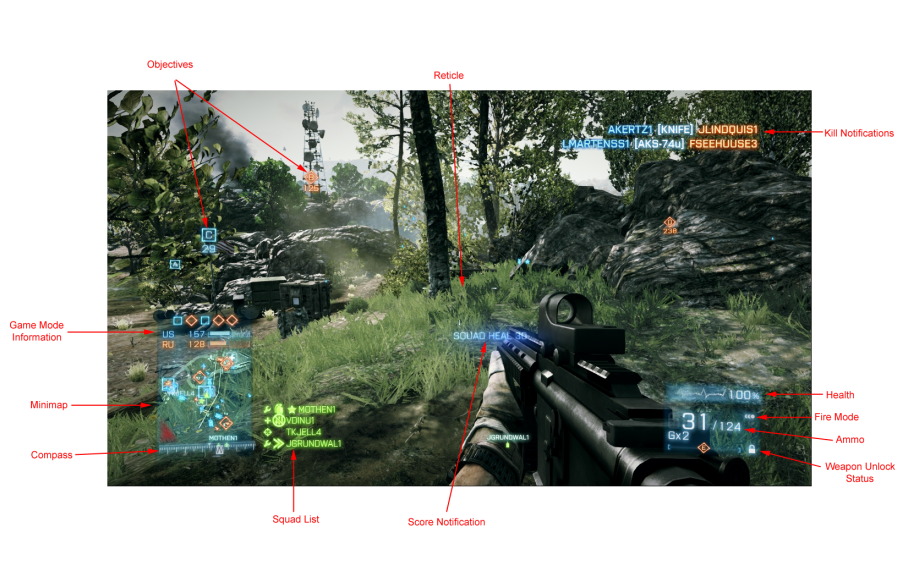


Armored Kill Primer

Armored Kill Battlefield Bootcamp

Are you new to Battlefield? If so, jumping into a well-established online community can be a bit intimidating. But there's really nothing to fear. Regardless of your experience or skill level, there is a role for everyone in Battlefield. In fact, this is one of the only online shooters where you can post a big score without even firing a single bullet. In this section, we cover basic gameplay mechanics and offer some helpful tips to assist you during your online career.

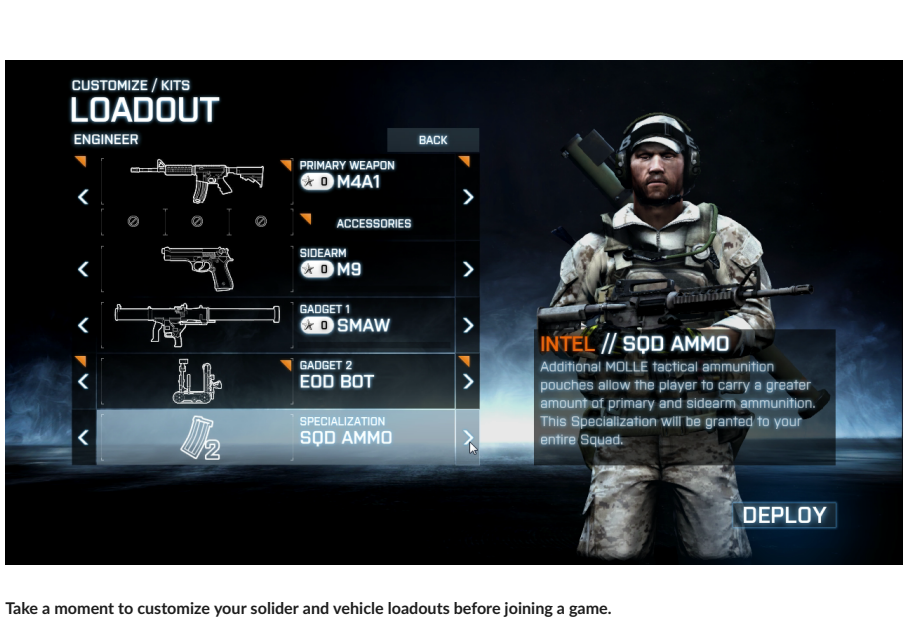
Interface



The heads-up display, or HUD, is the way that vital information is displayed on your screen. None of the items on your HUD are there for aesthetics. They are there to help you accomplish your objectives and keep you alive. Here's a brief explanation of every item on the HUD.

- **Reticle:** The reticle is the aiming point for your selected weapon and is always located in the center of the screen. To hit a target, place the reticle over it and fire. The reticle makes changes based on the weapon you're using. When firing at an enemy, watch for diagonal lines flashing around the perimeter of the reticle. This bloom animation means you are hitting the target. This is especially useful when making long-range shots.
- **Minimap:** Located in the screen's bottom left corner, the minimap provides a top-down, 360-degree view of the environment through which you are moving. The minimap rotates as you change direction so that the top of the minimap is always the direction you are currently facing. In addition to showing the terrain, the minimap also shows the location of all detected enemies as red triangles or red vehicle icons. Teammates show up as blue icons while squad members are green. Empty vehicles are represented by white icons.
- It is a good idea to constantly refer to the minimap to keep track of all detected enemies. Even if you can't see them visually, the minimap lets you know where they are located, whether behind a hill or inside a building. Finally, red and blue diamond icons show you the location of objectives—these same objective icons also appear on the HUD. The color of the ground on the minimap also has meaning. The red shaded terrain is out of bounds. If you move into this area, you have 10 seconds to get back on the map or else you will die.
- Compass: The compass is located just beneath the minimap and shows the direction you're currently facing.
- Game Mode Information: The icons and meters above the minimap relate to the current game mode. The diamond-shaped icons represent control points in Conquest mode and M-COM stations in Rush mode. The two meters below these icons track how many tickets each team has.
- Objectives: The square and diamond-shaped icons on the HUD represent objectives. Blue square icons are held by your team while red diamond icons are held by the opposing team. Beneath each of these icons is a number showing the distance to each objective in meters.
- Health: By default, your health is at 100 percent. But if you take damage, your health will drop. If it reaches 0, you die. You can slowly regenerate health by staying behind cover and avoiding injury. But the fastest way to heal is with a medic kit dropped by an assault player. Stand (or lay) close to a medic kit to rapidly restore your health.
- Ammo: The ammo count box in located in the screen's bottom right corner. Your ammo is represented by three numbers. The large number to the left indicates how many rounds you currently have loaded in the weapon's magazine. The small number to the right is the amount of ammo available in unloaded magazines. As you reload your weapon, the number on the right decreases as the number on the left increases up to the maximum amount the weapon's magazine can hold. The third number, below the ammo reserves, represents how many grenades you have.
- Fire Mode: This icon represents the selected fire mode of you weapon. Some weapons allow you to switch fire modes, choosing from single shot, automatic, and burst modes.
- Weapon Unlock Status: This status bar represents how close you are to the next unlock for the selected weapon. The more enemies you kill with a specific weapon, the more accessories you unlock.
- Kill Notifications: The text in the screen's top right corner reports recent deaths, showing who killed who and with what weapon or vehicle.
- Score Notification: Every time you earn points, text appears in the middle of the screen describing what action you're being rewarded for and how many points you gain.
- Squad List: Shown in green text on the right side of the minimap, the squad list shows every member of your squad as well as the kit and specialization they currently have equipped. The squad leader appears at the top of the list with a star icon next to their name.

Loadout Customization

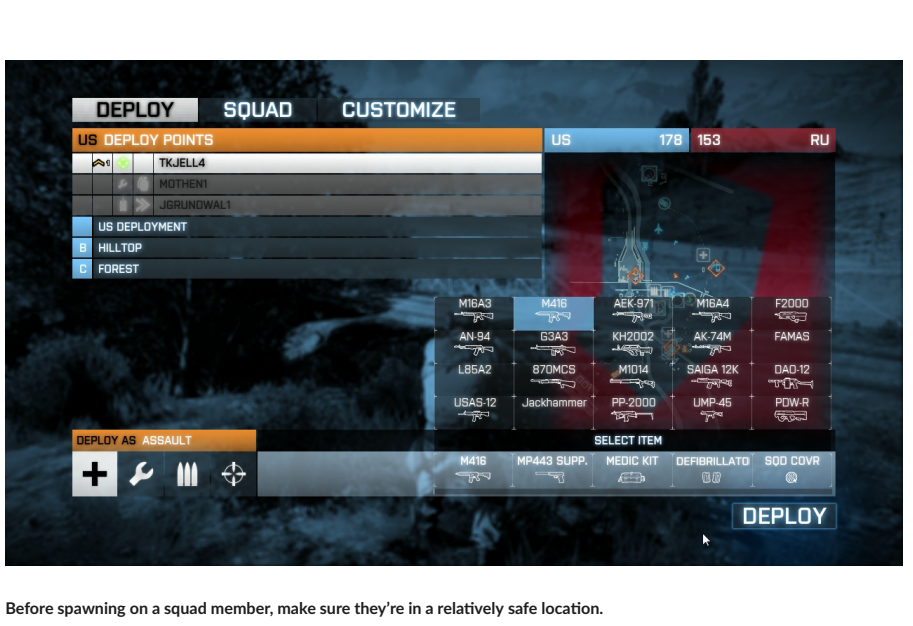


INTEL // SQD AMMO
Additional MOLLE tactical ammunition pouches allow the player to carry a greater amount of primary and sidearm ammunition. This Specialization will be granted to your entire Squad.

Take a moment to customize your solider and vehicle loadouts before joining a game.

While veteran Battlefield players are accustomed to being rewarded with new weapons and gear as they progress through their multiplayer career, there has never been so many customization options available. Each class, weapon, and vehicle has its own unlock progression, allowing you to unlock a variety of upgrades, accessories, gadgets, and specializations. When choosing your soldier's loadout, you can choose a primary weapon, a sidearm, up to two gadgets, and a specialization. Taking customization deeper, each primary weapon can be outfitted with a scope and with primary and secondary attachments. You can even choose loadouts for vehicles, selecting from a mix of unlocked upgrades, gadgets, and weapons. The more you play, the more unlocks you acquire. So don't forget to visit the Loadout screen to make adjustments that best fit your play style and the current needs of your team.

Spawn Screen



Before spawning on a squad member, make sure they're in a relatively safe location.

When you first join a game, the Spawn screen is where it all begins. Before immediately jumping into the game, take a few seconds to choose your class and gear. It's possible to switch primary weapons from the Spawn screen, but if you want to make more adjustments to your kit, choose the Customize option. This opens a new screen, allowing you to select different sidearms, gadgets, and specializations. You can also customize your primary weapon with accessories you've unlocked.

Once you're finished adjusting your loadout, return to the Spawn screen and figure out where you want to join the fight. If you're in a squad, you can spawn on any living squad member. Or if a recon squad member has deployed a radio beacon, you can spawn at its location. Depending on the game mode, there are also bases, deployment areas, and control points at which you can spawn. New to Battlefield 3 are jets and helicopters. If one of these is available, you can spawn directly into the pilot's seat of these idle aircraft. U.S. troops can also spawn directly into the AAV-7A1 AMTRAC, an armored vehicle that serves as a mobile spawn point.

As you can see, the spawning options are numerous. In most instances you should spawn on or close to your squad so you can provide support. But if your squad is in a tense firefight, sometimes it's safest to spawn at a less dangerous location; otherwise you may get killed as soon as you spawn into the game.

Movement Fundamentals

Sprinting is essential at the beginning of a match as players race to capture and defend key locations.

Moving your soldier around the battlefield is simple, especially if you've played the earlier installments or other first-person shooters. When standing, your soldier jogs at a moderate pace, ideal for getting around areas where threats are minimal. While crouched, you move slower, and while prone your movement is literally reduced to a crawl. However, since you are lower, you make a smaller target for the enemy to hit, and you can more easily duck behind cover. When advancing against an enemy position, it is best to move while crouched or prone, as it is harder for the enemy to detect you. These lower stances also cause the reticle to tighten up, indicating an increase in weapon accuracy. So make a habit of dropping to a knee or down on your belly before firing a shot.

At times, it is better to move fast by sprinting. You can't use weapons or equipment while sprinting, but you are much more difficult for the enemy to hit. Sprint when you have to move from one position of cover to another in an open area. But never sprint in tight confined spaces where you're likely to face enemy troops. If you encounter an enemy at close range while sprinting, chances are you won't have time to stop and aim your weapon, giving the enemy a huge advantage.

Caution

Some maps feature deep bodies of water, allowing you to swim. Avoid swimming at all costs. While in the water, you can't access your weapons, making you a sitting duck.

Parachutes

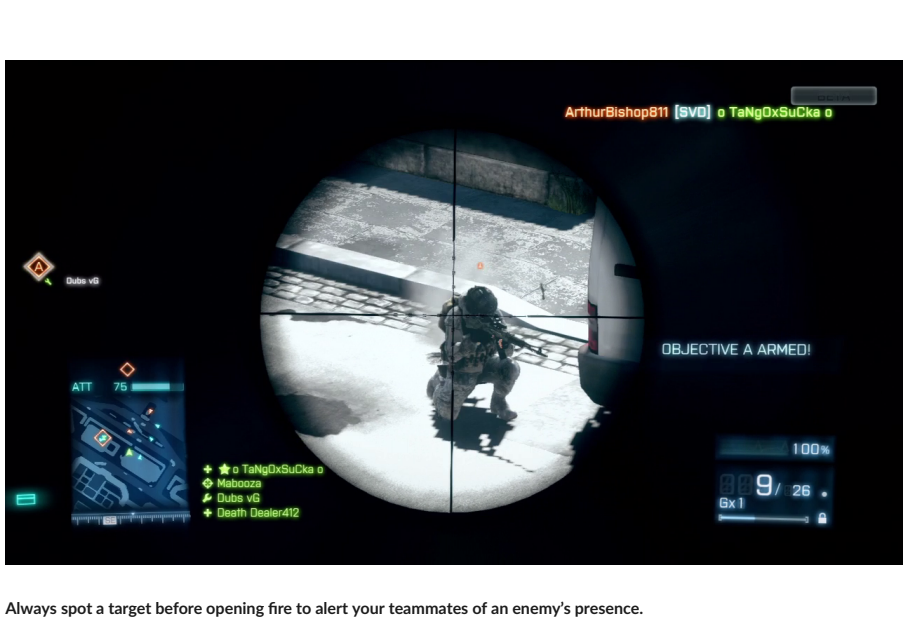
If you bail out of a plane or helicopter, make sure you do so within the map's boundary.

Whether jumping out of a damaged aircraft of hopping off a tall building, you can avoid cratering into the ground by deploying your parachute. While in free fall, press the Jump button/key once to open your parachute. You can slightly steer the parachute with standard movement inputs. But don't expect to travel great distances in your parachute, as the descent is rapid. It's possible to fire your weapons during the descent, but your accuracy is greatly diminished. If you're descending directly over an enemy position, consider dropping grenades—just make sure they explode before you reach the ground. But the longer you're in the air, the more attention you're likely to attract. For this reason, free-fall as long as possible and open the parachute just before you reach the ground. This is a great way to sneak into enemy-held territory.

Combat

While moving about the battlefield is a major part of gameplay, the sole purpose of movement is to get into a position where you can use your weapons to engage and eliminate the enemy. You have access to different types of weapons. However, the controls for using these weapons are fairly common.

Spotting Targets

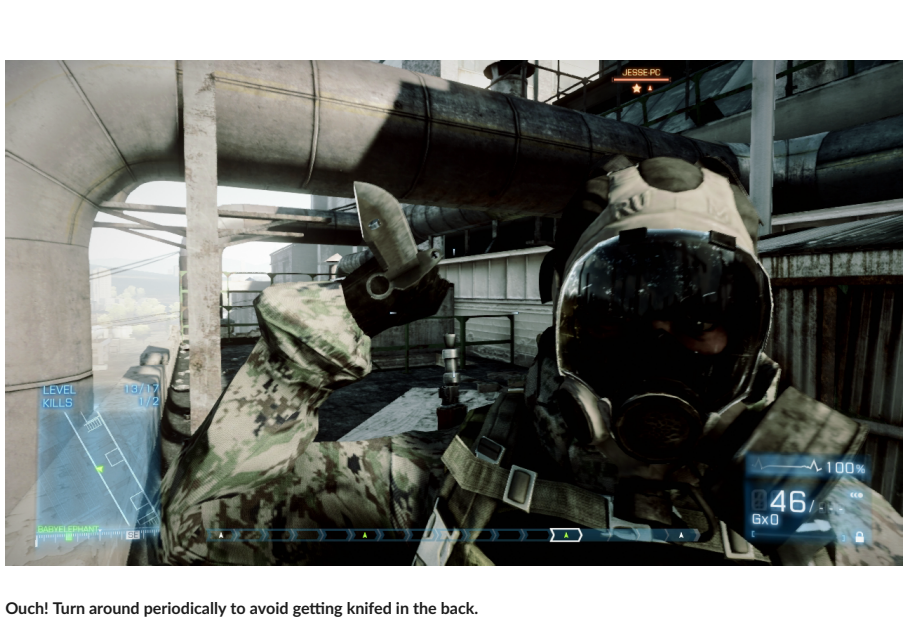


Always spot a target before opening fire to alert your teammates of an enemy's presence.

Before you attack your first enemy, you must first learn how to spot them. When you have an enemy player or vehicle in your sight, press the Spot button/key to highlight it for your team. This places a red icon on the HUD and minimap, showing your entire team where the enemy unit is located. Enemy infantry show up as red triangle icons while vehicles are represented by red vehicle icons. Targets remain spotted for only about five seconds, but that's usually more than enough time for your team to notice the threat.

Also, once the icon disappears, you can spot the target again as long as you've maintained a line of sight. If a teammate kills the target you tagged, you earn a Spot Bonus worth 10 points. So consider playing as recon with a high-powered scope and simply spot enemy units for your team. Even if you don't fire a shot, you can still rack up a decent score.

Knife



Ouch! Turn around periodically to avoid getting knifed in the back.

The knife is a standard-issue weapon available to all players, regardless of their class or rank. When approaching an enemy from behind, you can kill them instantly by attacking with the knife. But if you attack an enemy head-on, it now takes at least two swipes with the knife to score a kill from the front—a new gameplay mechanic introduced in Battlefield 3. So if an enemy is looking in your direction, think twice before attempting a knife kill. Chances are they'll shoot you in the face before you can get within striking range. Instead, always look for opportunities to flank, sneaking up behind unsuspecting opponents and knifing them from behind. As in Battlefield 2142 and every installment since, scoring knife kills earns you the victim's dog tags, providing you with a permanent trophy. In addition to scoring stealthy kills, the knife is also great for slicing through chain-link fences and other obstacles.

Firearms

A subtle bloom animation appears at the center of the reticle, scope, or iron sight when your bullets strike your target.

As mentioned earlier, the reticle in the screen's center is your aiming point for using weapons. Most of the weapons you use are direct fire, meaning that the projectile you fire travels in a basically straight line from your weapon to the target. Using these weapons is simple. Place the reticle directly over the target and then press the Fire button. For semiautomatic or single-shot weapons such as pistols, shotguns, and sniper rifles, each time you press the Fire button/key, you fire a single round. However, for automatic weapons such as submachine guns, assault rifles, and light machine guns, they will continue to shoot as you hold down the Fire button/key until they run out of ammo.

Most weapons in Battlefield 3 have selectable fire modes, allowing you to choose from single-shot, burst, and automatic modes. So experiment with each weapon's fire modes in an effort to increase accuracy and reduce recoil. When firing automatic weapons, the longer the burst, the less accurate your fire. Therefore, to maintain greater accuracy and still put a lot of lead on-target, fire in short bursts. You are more likely to kill your target, especially at medium to long range, with a few accurate rounds rather than spraying an entire magazine over a wide area. If recoil is still a problem, consider switching to burst or single-shot mode.

Iron Sights and Scopes

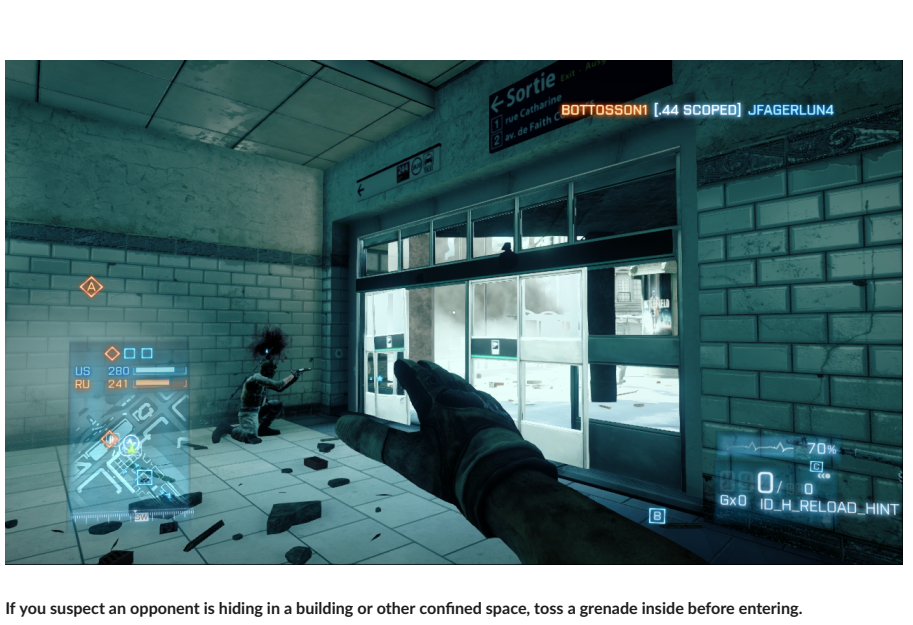
The reticle disappears when aiming through iron sights or a scope, but the bloom animation still appears when hitting a target.

When you fire a weapon using the reticle to aim, you are essentially firing from the hip, with the butt of your weapon in the crook of your arm. This is not very accurate and should only be used at close range. To increase your accuracy, press the Zoom button/key. This will bring up the iron sight view, where you are actually looking through the weapon's sight to aim. You bring the butt of the weapon up to your shoulder, giving you greater accuracy. If your weapon is equipped with a scope, the Zoom button/key will provide a view through the scope rather than the iron sight. Get in the habit of pressing the Zoom button to bring up your iron sight before firing. This is more accurate, and it provides a zoomed-in view of the target.

To further increase accuracy, crouch or drop prone and remain stationary while firing. When peering through high-powered scopes, there is noticeable sway, making it difficult to aim. You can temporarily reduce this sway by holding your breath (hold down the Sprint button/key). But this lasts for only a few seconds. You can completely eliminate scope sway by using a Bipod.

Gravity affects all firearms, causing bullets to drop over distance. When engaging targets at long range, compensate for gravity by aiming high.

Grenades



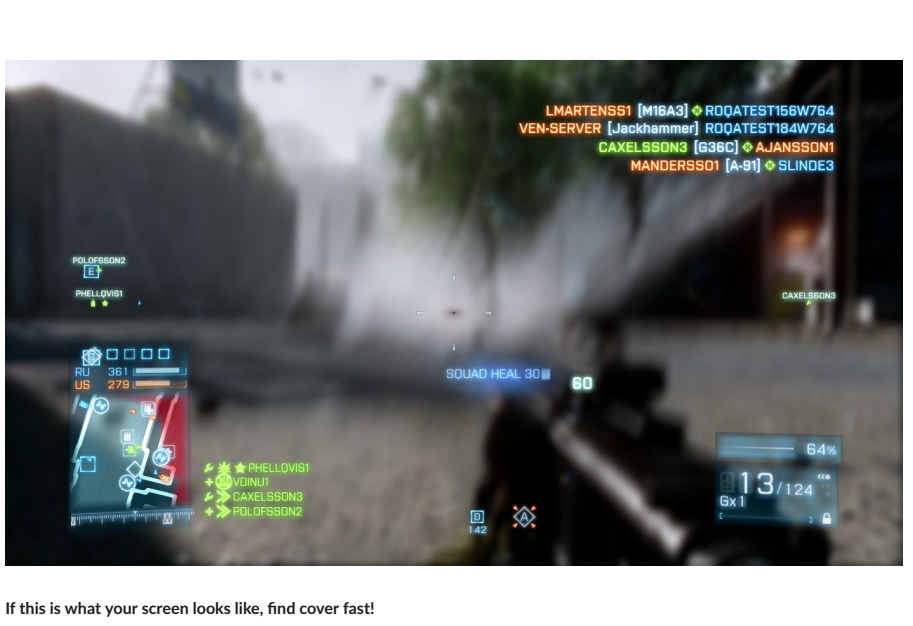
If you suspect an opponent is hiding in a building or other confined space, toss a grenade inside before entering.

Grenades require a bit more skill to use effectively since they are either thrown or launched. Unlike a bullet or rocket, which travels in a straight line, grenades travel in a parabolic arc due to their lower speed and gravity. In the case of a grenade launcher, the farther away you are from the target, the higher you need to aim. That is why the reticle for a grenade launcher has several horizontal lines for aiming points. For a short-range shot, use the top line. The farther away your target, use the lower lines. By using a lower aiming point, you are essentially aiming the weapon higher to lob the grenade toward the target.

Hand grenades work a bit differently. They are thrown rather than launched, and you don't get a separate reticle for aiming. Instead, use your weapon's reticle to best judge where you want to throw a grenade. One press of the Grenade button/key throws the grenade, shown as an orange flashing icon on the HUD. But hand grenades have limited range, so you may need to aim high to get them near your intended target—the farther your target, the higher you should aim your throw.

When using grenades, it is important to understand how they work. Rifle grenades fired from a launcher explode on impact. Hand grenades, in contrast, have a five-second fuse. As a result, you can bounce hand grenades around corners or roll them down inclines. Like your own grenades, enemy grenades show up as flashing orange icons on the HUD. So if you see one of these flashing icons nearby, sprint in the opposite direction before it explodes.

Suppression



If this is what your screen looks like, find cover fast!

The new suppression system will definitely make you think twice before exposing yourself to incoming fire. If rounds hit you or strike anywhere close by, you become suppressed. When you're suppressed, your vision is blurred and your weapon accuracy is greatly diminished. However, the effects of suppression pass quickly if you get out of the line of fire and seek cover. The new suppression mechanic can work in your favor too. Even if you don't have a clear shot at an opponent, open fire in an attempt to suppress them. Any class or weapon is capable of suppressing, but the support kit's light machine guns are most effective. These weapons' large magazine capacities allow you to lay down sustained heavy fire, ideal for keeping an opponent's head down. Each player has an invisible suppression radius around them. Simply landing rounds within this small radius suppresses the target. The new Suppression Assist score (50 points) is awarded if a teammate kills an opponent you've suppressed.

Vehicles

When driving a vehicle, consider slowing or stopping while your passengers are targeting enemies—you get points if they score a kill.

The maps in Battlefield 3 are massive. It can take a while to walk them on foot. Therefore, use vehicles to get around. There are several types of vehicles in the game, but they all are driven with similar controls. All vehicles have more than one seat. When you get into an empty vehicle, you are placed in the driver's seat by default. However, you can move to another position inside the vehicle with the press of a button/key, cycling through all seats. The driver has control of a vehicle's movement and, in the tanks and IFVs, the vehicle's turret-mounted main weapon. Most vehicles even have gunner and passenger positions, allowing teammates to man other vehicle-mounted weapons. So make sure all crew positions are filled before leaving a base or deployment area.

Jets

Feel the need for speed? Spawn directly into the pilot's seat of a waiting jet.

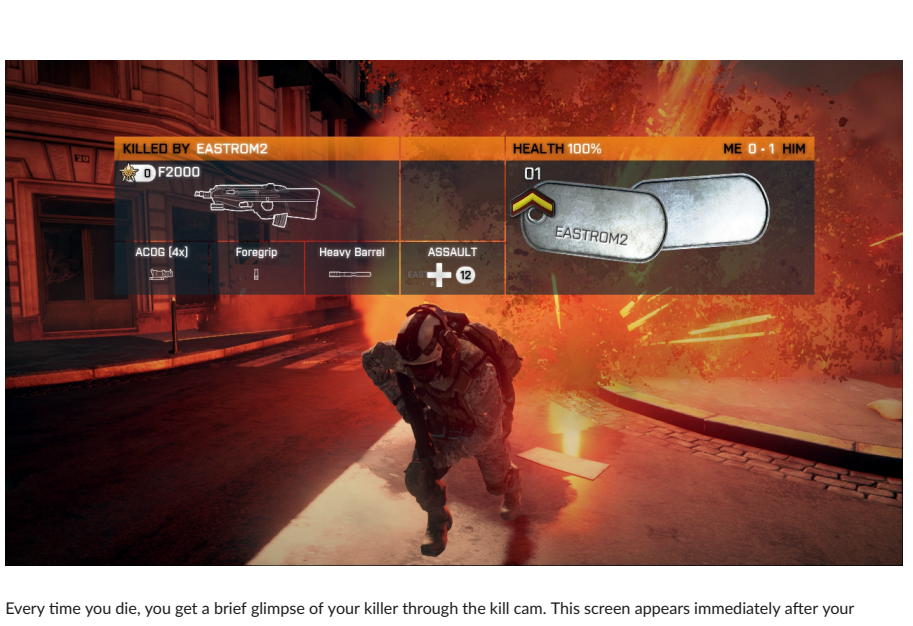
Jets aren't new to the Battlefield series. But they're back, adding a new layer of intensity to the conflict. Initially jets are equipped with only a cannon, useful for performing strafing runs and shooting down enemy aircraft. Like all the vehicles, jets have their own reward progression, allowing you to unlock more powerful air-to-air and air-to-ground weapons, including heat seekers, rocket pods, and guided missiles. So choose your weapons carefully based on the needs of your team. If they need help knocking out tanks, choose rocket pods or guided missiles. Or if your team is constantly harassed by enemy helicopters or jets, choose heat seekers to shoot down these threats. And veterans will be happy to know that all aircraft (jets and helicopters) have their own spawn points. So instead of lingering on a runway waiting for a jet to spawn, simply hold in the Spawn screen and spawn directly into the pilot's seat when a jet or helicopter is available.

Vehicle Damage

A single rocket hit will no longer destroy light vehicles like this Vodnik, but it may kill some of the occupants.

In Battlefield 3, vehicle damage has been completely overhauled. Now if vehicles take light damage, they slowly regenerate health on their own, assuming the vehicle stays out of danger and avoids taking damage for several seconds. However, if a vehicle takes heavy damage, it catches fire and becomes disabled. At this point, vehicle speed and mobility are greatly reduced, but the weapons still function—and the loss of speed and control is extremely dangerous when piloting a jet or chopper. While a vehicle is disabled, its health slowly declines until eventually it explodes. Only engineers can repair a disabled ground vehicle. Jets and helicopters in flight have the benefit of deploying the fire extinguisher upgrade to put out the flames and restore control. As a result of these changes, destroying vehicles outright is much more difficult, requiring you to disable a vehicle before it can be destroyed. Meanwhile, the crew of a disabled vehicle has a critical choice to make: Do they stay with the burning vehicle and try to score more kills, or do they bail out and attempt to find cover before their ride explodes?

Kill Cam

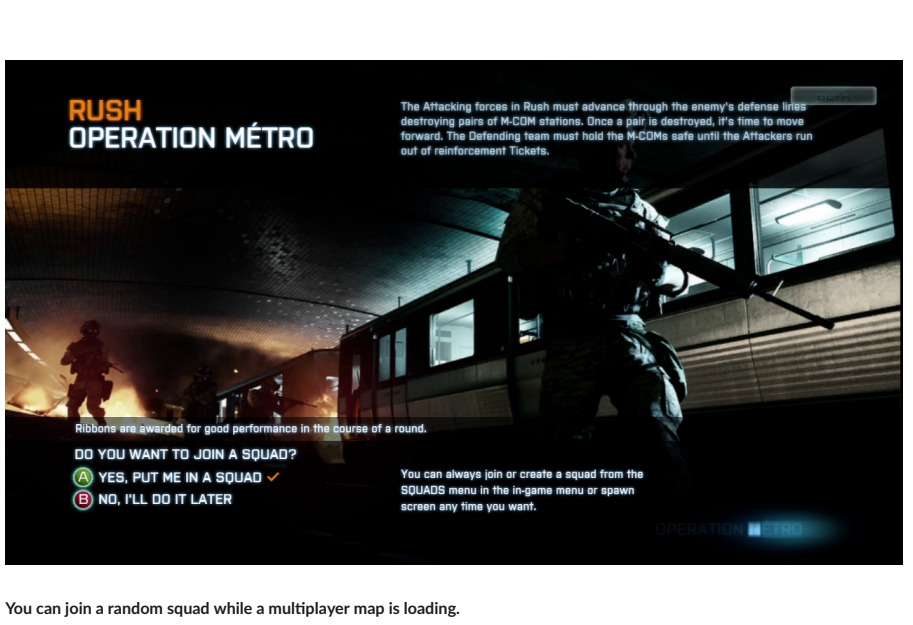


Every time you die, you get a brief glimpse of your killer through the kill cam. This screen appears immediately after your death, providing a brief shot of the player who killed you as well as their name, rank, health, kit, weapon, and specializations. It may seem like a frivolous feature, but the kill cam has larger implications for how the game is played. Snipers can no longer camp one spot and kill from an undisclosed location throughout the entire match. Through the kill cam, victims can see approximately where an enemy player is camping and enact revenge once they respawn. So make a habit of moving frequently, or else you're likely to face one of your angry victims sneaking up behind you with a knife.

Squad Play

If you've played past installments of Battlefield, you know the benefits of joining a squad. A squad is a four-player unit that can communicate with each other over headsets. Being able to talk to the other players in your squad allows you to discuss each situation and respond as a single unified fighting force. Beyond the obvious tactical advantages, being in a squad allows you to earn the squad bonus points, boosting your score and fast-tracking promotions. But if you're new to Battlefield and the squad system, let's take a look at how they work.

Joining a Squad



RUSH
OPERATION MÉTRO

The Attacking forces in Rush must advance through the enemy's defense lines destroying pairs of M-COM stations. Once a pair is destroyed, it's time to move forward. The Defending team must hold the M-COMs safe until the Attackers run out of reinforcement Tickets.

Ribbons are awarded for good performance in the course of a round.

DO YOU WANT TO JOIN A SQUAD?

Ⓐ YES, PUT ME IN A SQUAD ✓

Ⓑ NO, I'LL DO IT LATER

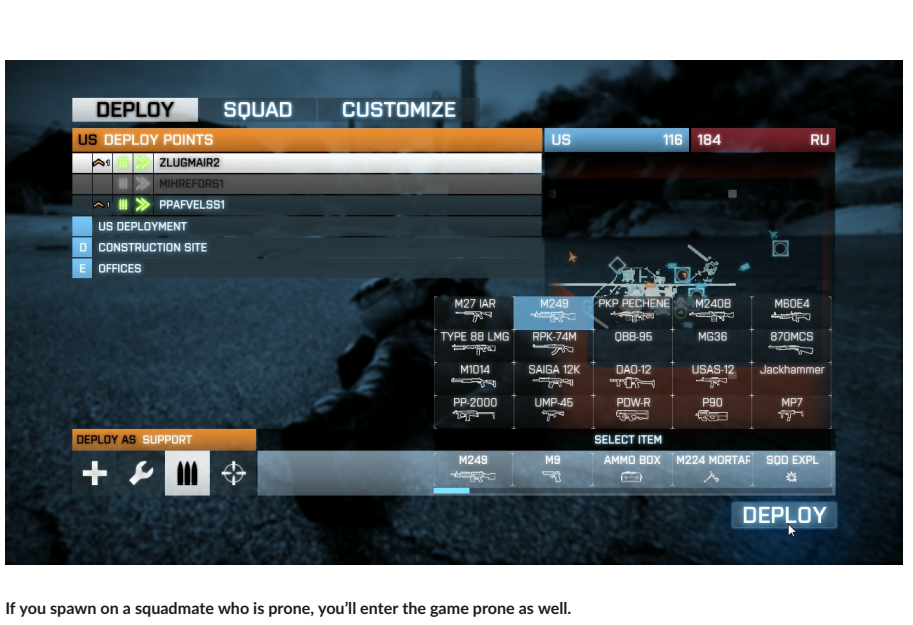
You can always join or create a squad from the SQUADS menu in the in-game menu or spawn screen any time you want.

You can join a random squad while a multiplayer map is loading.

At the start of any match, while the map is loading, you're asked if you want to join a squad. Always choose yes. In this instance, you'll be automatically assigned a squad randomly. Chances are your new squadmates are complete strangers, so say hi and ask what kit they could use before spawning into the game.

If you prefer playing with friends, you can create a squad from your friend's list before even joining a game. Choose the Invite a Friend option from the multiplayer's Quickmatch menu and send invites to anyone on your friend's list who is online. You don't need four players to form a squad, so feel free to join a game once you have at least one friend on your side. However, if you have less than four players in your squad, the extra slots could be filled by strangers. When your squad is formed and ready for action, choose the Find a Game option to begin a match.Squads can also be formed once in a game, allowing you to team-up with friends during the middle of a match.

Squad Spawn



If you spawn on a squadmate who is prone, you'll enter the game prone as well.

One of the huge benefits of playing in a squad is the ability to spawn on any squadmate. The Spawn screen shows many spawning options, including your team's base and control points. If you don't want to spawn at one of those static locations, select the name of one of your squad members. As you select their name, a blue circle icon appears on the map and the camera view switches, showing exactly where they are. Before spawning on a squad member, make sure they're in a safe location. The last thing you want to do is spawn in the middle of an enemy kill zone.

You can also spawn on any squad member who is in a vehicle with unoccupied seats. New to Battlefield 3 are radio beacons, deployed by recon troops. You can place these almost anywhere on the map, where they serve as forward spawn points for your squad. This is a great way for attackers to maintain a presence close to an objective, especially in Rush matches. But don't let enemies see where your radio beacon is placed; otherwise they may camp nearby and pick off your squadmates as they enter the game. When possible, place Spawn Beacons inside buildings to give squad members a safe and instant entry into the match. If Spawn Beacons are placed outdoors, squad members will spawn in parachutes above the battlefield, making them vulnerable to incoming fire as they drift toward the ground.

Teamwork

Issuing and following squad orders is a simple way to boost your score.

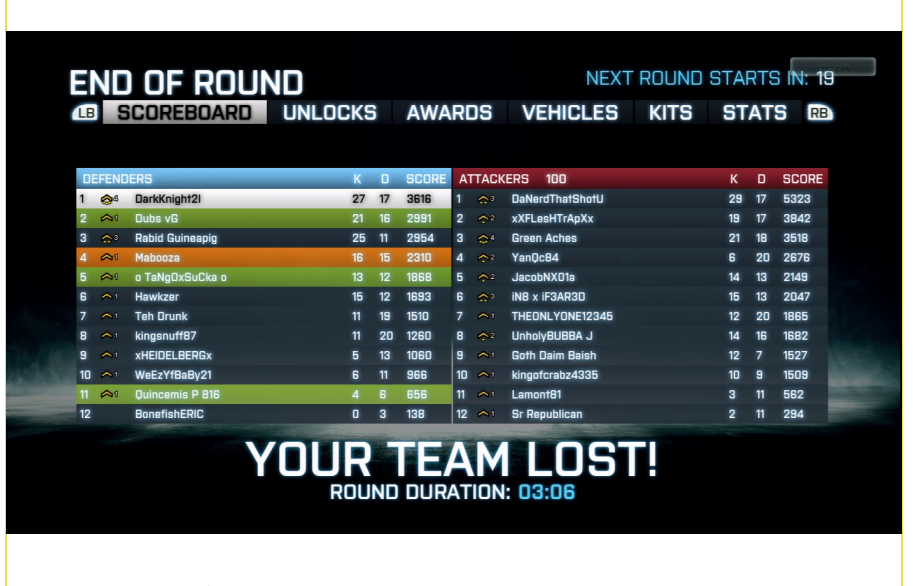
Once in the game, you can identify your squadmates by the green name tags above their heads accompanied by their kit icon. They also show up as green triangles on the minimap. Other teammates have blue name tags above their heads while enemies appear as red. Stay close to your squad so you can support one another. But don't cluster around each other too tightly or else all four of you can be eliminated by an explosive attack. Instead, try to stay within each others' line of sight. By simply communicating and working together, you can gain a huge advantage over your opponents, especially those who wander off by themselves.

In addition to talking to each other over your headsets, use the target-spotting system to tag enemies and issue attack/defend orders. Only the squad leader can issue orders, so watch for blinking boxes around objectives, such as M-COM stations and control points. If no order has been issued, ask your squad leader to place an order on an objective. Kills performed within close proximity of an objective marked with an attack/defend order results in Squad Attack Order (20 points) or Squad Defend Order (20 points) bonuses. So if you're the squad leader, don't forget to issue orders to help your squad's scores.

Tip

Squad member icons are always visible on the HUD, regardless of their location. If a squad member is behind you, their name/icon appears at the bottom of the HUD. Teammate names/icons are only visible when they're within your line of sight.

Note



DEFENDERS		K	D	SCORE	ATTACKERS 100		K	D	SCORE
1	DarkKnight2l	27	17	3616	1	DaNerdThatShotU	29	17	5323
2	Dubs vG	21	16	2991	2	xXFLesHTrApXx	19	17	3842
3	Rabid Guineapig	25	11	2954	3	Green Aches	21	18	3518
4	Mabooza	16	15	2310	4	YanQc84	6	20	2676
5	o TaNgOxSuCka o	13	12	1868	5	JacobNX01a	14	13	2149
6	Hawkzer	15	12	1693	6	iN8 x iF3AR3D	15	13	2047
7	Teh Drunk	11	19	1510	7	THEONLYONE12345	12	20	1865
8	kingsnuff87	11	20	1260	8	UnholyBUBBA J	14	16	1682
9	xHEIDELBERGx	5	13	1060	9	Goth Daim Baish	12	7	1527
10	WeEzYfBaBy21	6	11	966	10	kingofcrabz4335	10	9	1509
11	Quincemis P 816	4	6	656	11	Lamont81	3	11	562
12	BonefishERIC	0	3	138	12	Sr Republican	2	11	294

YOUR TEAM LOST!
ROUND DURATION: 03:06

You can gauge your squad's performance on the scoreboard during or at the end of a round. Each of your squadmates is highlighted by a green bar—your name is highlighted with an orange bar.

Multiplayer Tactics

Tactics is the combining of maneuvers and firepower to achieve an objective. We've already covered movement and weapons, so this section focuses on using the two together.

Plan Ahead

Before a round begins, take a few seconds to discuss tactics with your teammates. Any game plan is better than none.

There is an old saying that those who fail to plan, plan to fail. You need to come up with a plan before the bullets start flying. The best place to start is to look at your game mode's objectives, since those determine victory or defeat. While killing the enemy is always a goal, it is often a means to an end. Instead, focus on the objectives. Do you have to destroy a target, defend a position, or just get to a certain point on the map?

Once you know what you must do, look at the map and examine the terrain. Where are you located? Where is the objective? How will you get there? Are there any vehicles you can use? These are all questions you need to ask yourself. Once you have determined how to reach the target, you must then consider how to accomplish your orders. Will you need to get in close to plant an explosive charge on the target? If so, how will you secure the perimeter? Finally, you need to take into account your opposition. What does the enemy have, and where are they located? Usually you will not know that type of information until you get in close to the target and can see the enemy with your own eyes. Therefore, planning continues on the fly as you learn new information about enemy positions and actions.

Cover

If you can't find suitable cover nearby, drop prone in an attempt to avoid detection, and crawl to a piece of cover.

Combat is very dangerous. Bullets and other deadly projectiles fly through the air and can kill you outright if they make contact. The concept of cover is to place something solid between you and the enemy that will stop those projectiles and keep you safe. The multiplayer maps are filled with objects that you can use as cover—buildings, walls, trees, rocks, earthen mounds, and so on. Some types of cover will stop small-arms fire such as rifle bullets but not stop the heavier machine-gun fire. Walls of buildings will stop machine-gun fire but not rockets or tank rounds. Therefore, pick cover that will protect you from the current threat—objects constructed from wood or flimsy sheet metal won't stop a bullet.

Cover should become ingrained in your combat thinking. In addition to looking for enemies, you also need to be looking for cover. During a firefight, always stay behind cover. Leave cover only to move to another position with cover. If the cover is low, you may need to crouch down or drop prone to get behind it, standing only to fire over it. When moving from cover to cover, sprint to get there quicker.

While you want to stay behind cover, you also want to try to deny the benefit of cover to your enemies. Destroying their cover is a way to do that. Another way is to reduce the effect of their cover by moving to hit them from a direction for which they have no cover. This is called flanking. For example, if an enemy is taking cover behind a wall, move around to the side of the wall so that the wall is no longer between you and your target. Or, if you have an explosive weapon, you can simply blow a hole in the wall, taking your target out in the process.

Destructible Environments

Tanks are great for dishing out destruction. Use their cannons to blow holes in walls and other pieces of cover.

One of the awesome features in Battlefield 3 is that many of the structures and objects can be damaged or outright destroyed. This presents a large range of possibilities and opportunities that will affect the tactics you use. For example, if the enemy is holed up in a house and taking shots at you from the windows, you could try to throw a grenade through the window or rush into the house via the doorway and clear the threat out with close-range combat. However, with destruction as an option, you can launch a rocket at a wall of the structure and blow a hole in it; you just might kill an enemy who was on the other side. If the enemy survived, you can then use direct fire to kill him, since you destroyed the wall providing cover.

Often structures can funnel you into a kill zone the enemy has set up. But you can blast your way through walls or other objects and come at the enemies from different directions they might not expect. While this may seem to favor the attacker, the defender can also use this as an advantage. Destroy potential cover the attacker may use to approach your position. Call in mortar strikes on groves of trees or shoot out wooden fences to deny the enemy a place to hide. As a result, you can create your own kill zones of open land that the enemy must traverse—all the while under the fire of your weapons.

Some structures that take heavy damage can completely collapse, killing everyone inside. Target a building's exterior walls until you hear a series of creaking and moaning sounds, indicating an imminent collapse. This can be a fun (yet inefficient) way to take out a pesky sniper hiding in an attic or upper floor. Obviously, if you find yourself in a creaking and moaning building, get out fast!

Long-Range Combat

When sniping, try to focus your fire down narrow choke points like streets, alleys, and bridges.

If possible, it is best to try to attack the enemy at long range before they're even aware of your presence. While sniper rifles work great for this type of combat, you can even use assault rifles, light machine guns, or rocket launchers to hit targets at long range. The key to winning at long range is to take your time. Drop prone, stay still, and use iron sights or scopes to increase your magnification and accuracy. As always, make sure you have some good cover in case the enemy decides to shoot back—if you can see them, they can see you. Also remember to fire in short bursts to ensure that more of your bullets hit the target.

Caution

Whenever aiming through a high-magnifi cation scope, a distinct glint is produced by the scope's lens, potentially giving away your position. Avoid scanning the battlefi eld through your scope to maintain concealment.

Close-Quarter Combat

Quick reflexes trump accuracy in close-quarter gun battles like this. This is why shotguns are so effective.

This type of combat is the exact opposite of long-range combat. In close quarters, such as in a town or even within a building, you don't have a lot of time to aim before shooting. However, at such short ranges, accuracy is not really a factor. Instead, you need a weapon that puts out a lot of firepower with some spread so you are more likely to get a hit while moving. Shotguns and submachine guns are great for close-quarter combat.

Your minimap is also an important tool, especially if teammates have spotted targets. Since you can see where enemies are located, use this info to set up shots while strafing around corners. Your weapon will already be aimed at the target as it appears on the minimap, which saves you just enough time to have the advantage and make the kill rather than be killed. Don't forget to use grenades, which can be thrown around corners or over walls to hit enemies who think they are safe behind cover.

Have you just run out of ammo in the middle of a close-quarter duel? It's much faster to draw your pistol than to reload your main weapon. Or if your opponent is reloading, too, rush in for a melee kill.

Engaging Vehicles

If you don't have the firepower to kill a tank, don't draw its attention. Instead, seek cover and spot the tank for teammates capable of taking it out.

Attacking vehicles is dangerous—especially when you are an infantryman. However, modern soldiers have a lot of firepower they can use to disable and destroy vehicles. This role usually falls to the engineer, who carries antitank rocket launchers and mines. It takes only a single rocket to disable most light vehicles. However, tanks and IFVs require at least two rocket hits to disable, and even more to destroy. Always try to attack tanks from the rear, where their armor is the weakest. Rocket launchers are most effective, but grenade launchers can work in a pinch, too, assuming the vehicle is already heavily damaged. Of course, the best way to kill a tank is with another tank.

Even if you don't have those powerful weapons or gadgets, you can still damage light vehicles with small-arms fire. The gunners on the Growler ITV and VDV Buggy are completely exposed—shoot them and the vehicles lose their firepower. For those who are really daring, engineers can place mines in the path of moving vehicles. C4 (now carried by the support kit) is also very effective against vehicles, but you have to get very close to slap on a charge.

Tip

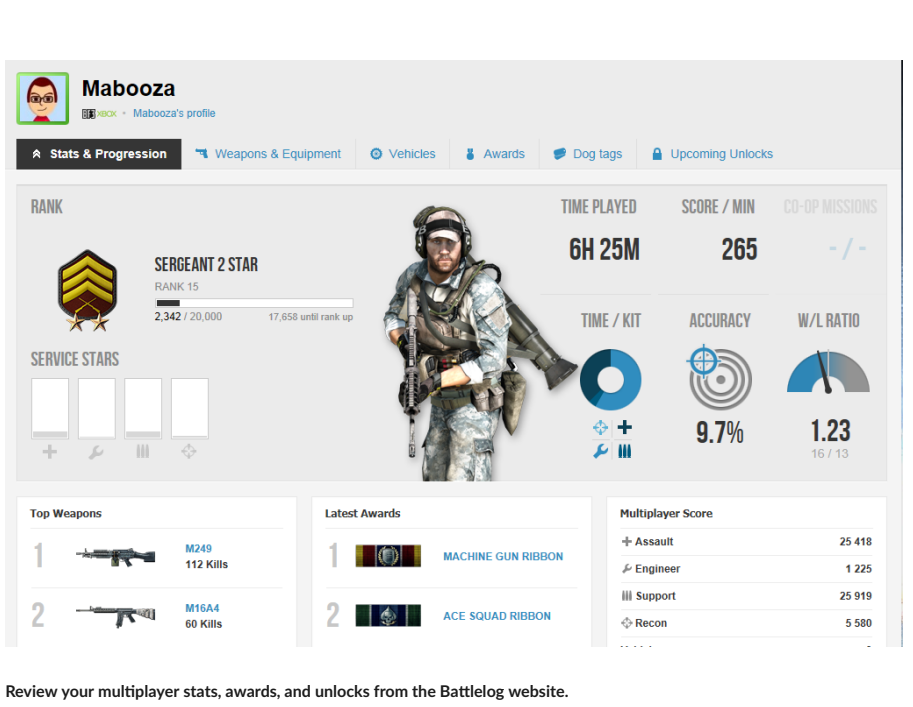
In addition to having weak side and rear armor, the top armor of tanks are also weak. When possible, try to target a tank's top armor to maximize damage. Javelins are ideal for scoring top-hits on tanks.

Persistence System

A message appears at the screen's top each time you earn a new promotion.

Almost every action performed in a multiplayer match can earn you points. Points not only determine which players are listed at the top of the scoreboard after a round, but they also help you unlock new weapons, gadgets, and specializations and even help you achieve new ranks. So at the end of a round, check out your overall performance in the End of Round screens. These screens show your current rank and your progress toward achieving the next rank. It also has statistical breakdowns of your score, showing how many points were earned with each kit, your vehicles, and your awards. Speaking of awards, any dog tags, medals, or ribbons earned during the round are shown in the "Unlocks" and "Awards" sections. The Kits screen shows how much progress you've made toward unlocking new equipment for each kit. For complete information on the game's scoring system, reference the Battlefield Compendium. There you'll find scoring details for each possible action. Knowing exactly which actions earn you points may change the way you approach each battle.

Battlelog



Mabooza
XBOX • Mabooza's profile

Stats & Progression | Weapons & Equipment | Vehicles | Awards | Dog tags | Upcoming Unlocks

RANK
SERGEANT 2 STAR
RANK 15
2,342 / 20,000
17,658 until rank up

SERVICE STARS

TIME PLAYED: 6H 25M
SCORE / MIN: 265
CO-OP MISSIONS: - / -
TIME / KIT
ACCURACY: 9.7%
W/L RATIO: 1.23
16 / 13

Top Weapons
1 M249 112 Kills
2 M16A4 60 Kills

Latest Awards
1 MACHINE GUN RIBBON
2 ACE SQUAD RIBBON

Multiplayer Score
Assault 25 418
Engineer 1 225
Support 25 919
Recon 5 580

Review your multiplayer stats, awards, and unlocks from the Battlelog website.

URL: battlelog.battlefield.com

The new Battlelog website allows you to keep tabs on everything happening in Battlefield 3, even when you're away from the game. Log in to the Battlelog using the e-mail address and password associated with your EA.com or Origin.com account. The Battlelog keeps track of every stat imaginable and offers social networking features, allowing you to see what your friends have been up to. By creating or joining a platoon, you can guarantee you always have a reliable group of friends to play with. PC players can even access a server browser and join games directly from the Battlelog.

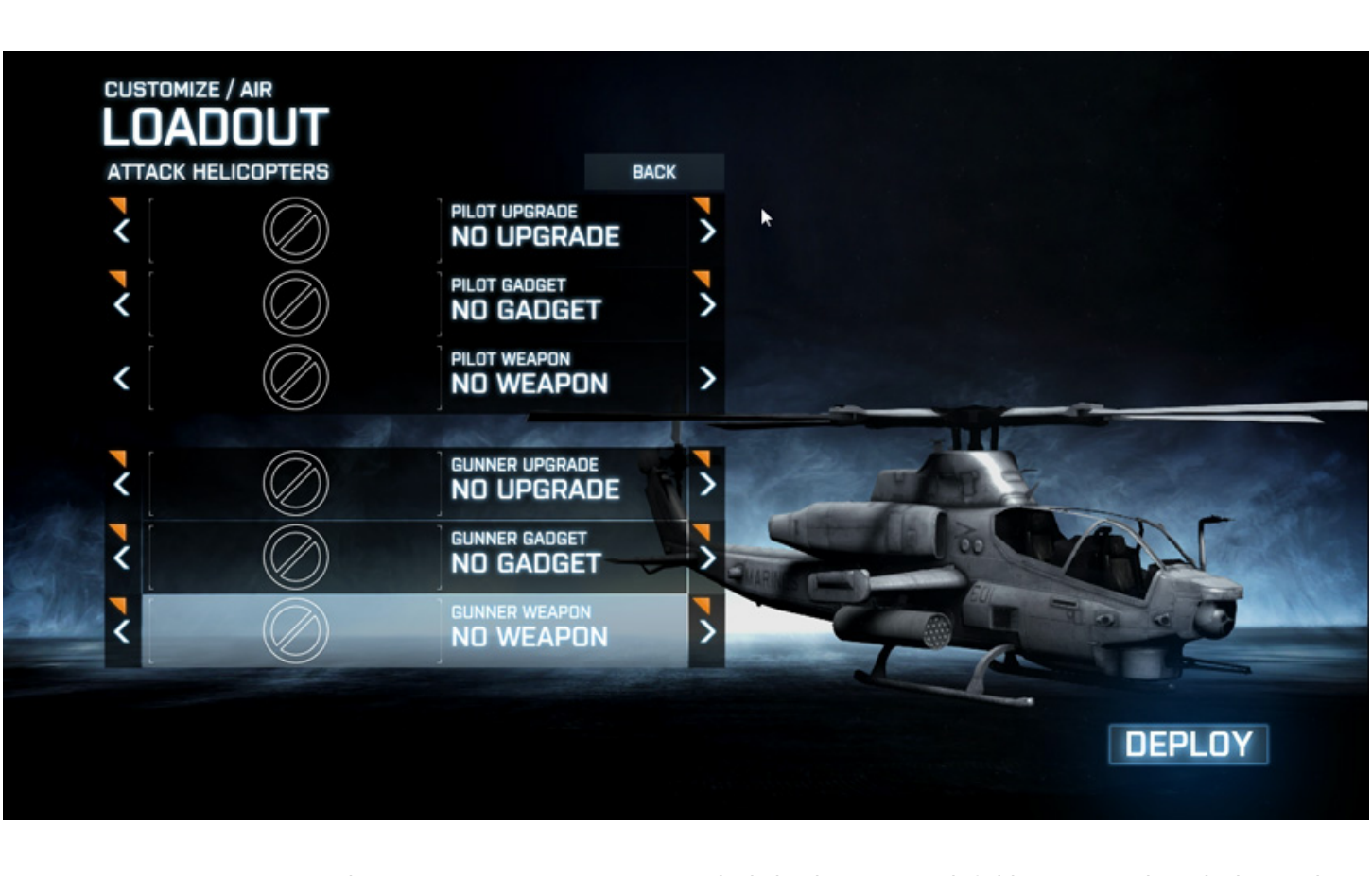
Armored Kill Primer

Armored Kill Vehicles

Vehicles

Vehicles are one of the highlights of any Battlefield game. Nothing can be more entertaining than hopping into a tank and cruising across the landscape, laying waste to enemy vehicles and structures alike. Armored Kill takes vehicle combat to the next level, featuring giant maps and new vehicles, including tank destroyers, mobile artillery units, and the powerful gunship.

Vehicle Customization



Before spawning into a game, take a moment to customize your vehicle loadouts. In Battlefield 3, most of the vehicles can be customized utilizing unlockable upgrades, gadgets, and weapons. The more you use a vehicle from a particular class, the more points you earn. Unlocks are awarded at regular intervals in a linear progression. Armored Kill introduces vehicle assignments, allowing for more upgrade options through the completion of certain tasks. Once an unlock is awarded, you can assign it through the same loadout screen you use to customize the soldier classes. With the exception of attack helicopters, all vehicles have three assignable slots: one upgrade slot, one gadget slot, and one weapon slot. Attack helicopters benefit from six slots, three for the pilot and three for the gunner. Upgrades are passive and require no action to take advantage of their benefits. Meanwhile, gadgets and weapons require some interaction on the part of the driver or pilot to deploy. So as you progress through your multiplayer career you will have to make some tough decisions as to what unlocks you wish to equip. Some unlocks improve offensive capabilities while others impact survivability. So experiment with the different options until you find a combination that best suits the tactical situation and your style of play. The unlock progression for each vehicle type is provided in this chapter, listing the point requirements for each as well as a brief description of every upgrade, gadget, and weapon. There are no unlocks available for light vehicles and transport helicopters.

Light Vehicles

The light vehicles are the fastest land vehicles in the game, useful for rushing control points and M-COM stations at the start of a battle. But their light armor and exposed positions make them death traps if driven into heavy action. Most explosive munitions can disable these vehicles with one hit, potentially killing the driver and passengers. Their greatest defensive assets are their speed and their off-road capability. To ensure survival, use these vehicles to traverse terrain on a map's periphery, and stay away from heated battles near control points and M-COM stations. Although these vehicles can attain high speeds on roads, most roads are traveled by larger and more deadly vehicles, like tanks and IFVs. So stay off-road and out of sight. Such tactics are essential when staging raids on distant enemy-held control points or M-COM stations. There are no vehicle unlocks or loadout options for the light vehicles.

Quad Bike

Nationality: US and RU Description: Fast unarmored transport vehicle with two seats.

Vehicle Performance

Speed	☐🟨🟨☐☐
Armor	☐☐☐☐☐
Firepower	☐☐☐☐☐

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	None
2	Passenger	Troop Kit

Field Notes

The quad bike is the fastest ground vehicle available, making it ideal for zipping across the battlefield at high speed while avoiding the slower, heavily armored vehicles. The driver has no access to weapons, but the passenger riding on the back can equip all weapons in their troop kit. But at high speed, firing from the back of a fast-moving quad bike is highly inaccurate.

Light Vehicle Tactics

- Quad bikes have no armor, leaving the driver and passenger completely exposed. Furthermore, the vehicle can be quickly destroyed by small-arms fire, so keep moving and avoid areas of high enemy concentration.
- Quad bikes make excellent car bombs. Stick two or three C4 charges to the front of a quad bike and then drive it into the side or rear of an enemy tank or tank destroyer. While traveling at high speed, jump off the quad bike approximately 20 meters before impacting the enemy vehicle. The quad bike will continue traveling in a straight line toward the enemy vehicle. When the driverless quad bike makes contact, detonate the C4 to score an unorthodox vehicle kill.
- It's possible to accurately fire guided anti-vehicle weapons like the Javelin, IGLA, or Stinger from the back of a moving quad bike. This combination can make the quad bike a formidable threat on a battlefield filled with tanks and aircraft.
- Given their speed, quad bikes are great for scoring road kills. Simply drive directly toward enemy troops at high speed and run them down before they can dash out of your way.
- At the start of a battle, don't drive off in one of these vehicles until a teammate hops on the back. On most maps, these vehicles serve as your team's primary means of transportation. Stranding teammates at your base won't win you any fans. However, your squadmates can spawn into the vehicle if there is an available seat.
- Quad bikes can perform some amazing jumps. Look for ramps or other sloped terrain to send this vehicle flying through the air.

Tank Destroyers

The new tank destroyers are essentially infantry fighting vehicles (IFVs) fitted with large tank cannons. Although faster and more maneuverable than tanks, the tank destroyers lack the thick armor of their bigger, badder counterparts. As a result, it's important to keep a defensive mind-set when driving one of these vehicles, particularly when facing off against enemy tanks—always keep the tank destroyer's thick front armor facing your target. In addition to dishing out some serious anti-tank firepower, tank destroyers can also serve as troop transport. Like the IFVs, the passenger positions in tank destroyers are equipped with machine gun posts, ideal for defending the vehicle's flanks from enemy infantry.. In many battles, tank destroyers offer the safest method of moving teammates to the front lines. So don't drive away from your base until you've filled as many seats as possible—hitching a ride in one of these armored vehicles is always preferable to hiking across a dangerous battlefield.

Tank Destroyer Service Stars

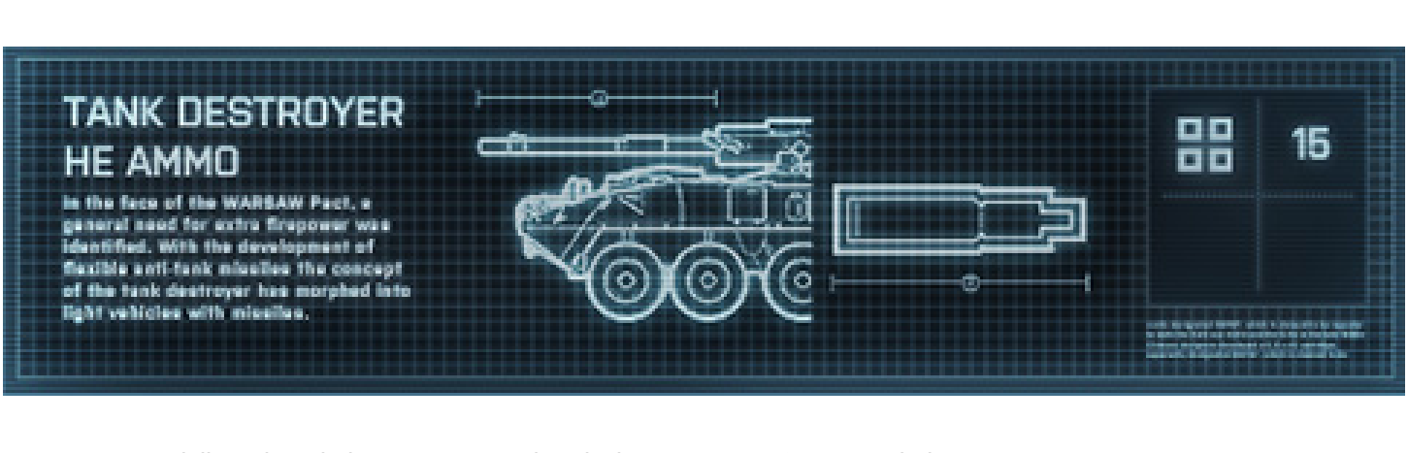
You earn a service star for every 40,000 points you score with a tank destroyer; 100 tank destroyer service stars are available.

Tank Destroyer Unlock Progression

Image	Name	Loadout Slot	Points	Description
	IR Smoke	Gadget	400	Smoke grenades enhanced with metal filaments that when launched remove laser-designation, spoof incoming guided missiles, and prevent enemies from revealing your position to teammates.
	Coaxial LMG	Weapon	800	A light machine gun mounted coaxially to your main weapon.
	Autoloader	Upgrade	1600	An enhanced mechanism decreases the minimum time between firing rounds in your main weapon.
	Zoom Optics	Gadget	3000	A secondary weapon sight with up to 3x magnification.
	Maintenance	Upgrade	6000	Preventative maintenance procedures improve your vehicle's recovery from damage.
	Proximity Scan	Upgrade	10000	External sensors detect and reveal enemy units on your minimap.
	Guided Shell	Weapon	16000	A Smart Target-Activated Fire and Forget shell that can lock on to and track enemy land vehicles and can acquire laser-designated targets even if they are out of line-of-sight.
	Thermal Optics	Gadget	22000	A secondary weapon sight with thermal optics that highlights soldiers and vehicles for efficient target identification.
	Thermal Camo	Upgrade	28000	Anti-reflective coating on your vehicle increases enemy locking and tracking difficulty and decreases the time you are revealed to the enemy after being spotted.
	Canister Shell	Weapon	34000	A tank shell encasing thousands of tungsten balls fired though the cannon muzzle like a shotgun.
	Reactive Armor	Upgrade	40000	Reactive armor panels and/or slats absorb the impact from anti-tank weapons, protecting you from damage but being destroyed in the process.

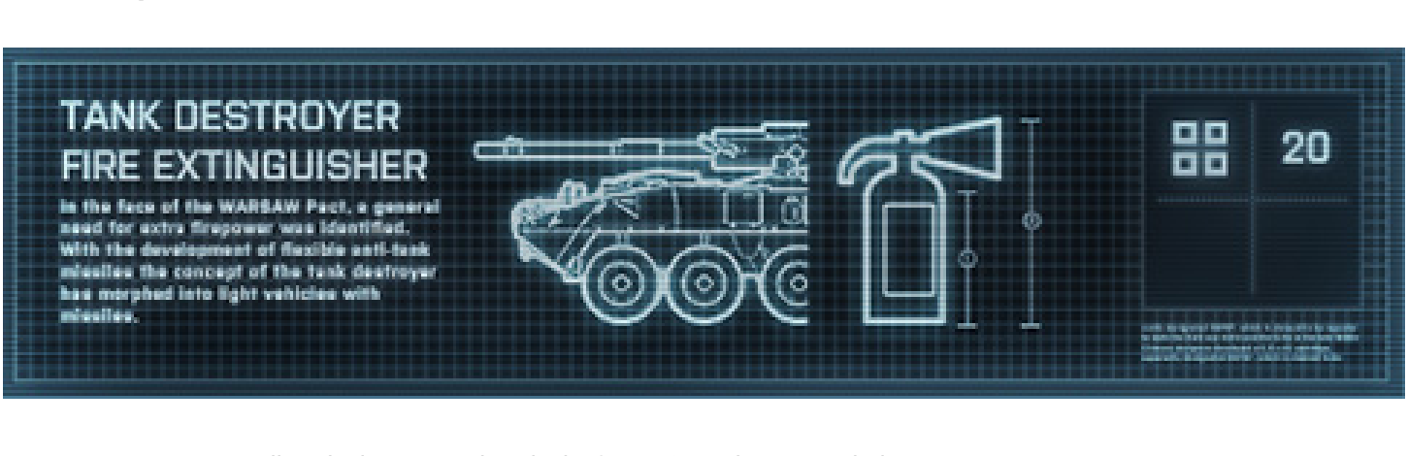
Tank Destroyer Assignments

Explosive Danger


TANK DESTROYER
HE AMMO
In the face of the WARSAW Pact, a general need for extra firepower was identified. With the development of flexible anti-tank missiles the concept of the tank destroyer has morphed into light vehicles with missiles.
15

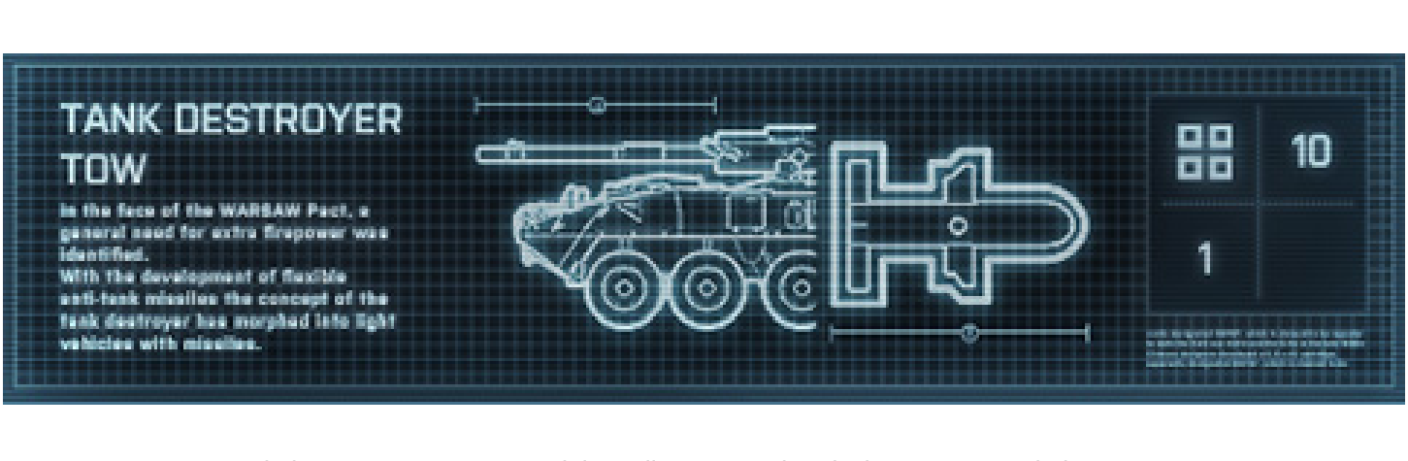
Criteria: Get 15 kills with tank destroyer. Reward: Unlocks HE ammunition for tank destroyers.

Need Repair


TANK DESTROYER
FIRE EXTINGUISHER
In the face of the WARSAW Pact, a general need for extra firepower was identified. With the development of flexible anti-tank missiles the concept of the tank destroyer has morphed into light vehicles with missiles.
20

Criteria: Repair 20 friendly vehicles. Reward: Unlocks fire extinguisher for tank destroyers.

Wired Attack


TANK DESTROYER
TOW
In the face of the WARSAW Pact, a general need for extra firepower was identified. With the development of flexible anti-tank missiles the concept of the tank destroyer has morphed into light vehicles with missiles.
10
1

Criteria: Destroy 10 tank destroyers. Destroy 1 mobile artillery. Reward: Unlocks TOW for tank destroyers.

M1128

Nationality: US Description: The M1128 is an eight-wheeled tank destroyer used by the USA and Canada.

Vehicle Performance

Speed	☐🟨☐☐☐
Armor	☐🟨🟨☐☐
Firepower	☐🟨🟨☐☐

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	105mm Cannon
2	Passenger	Machine Gun
3	Passenger	Machine Gun
4	Passenger	Machine Gun
5	Passenger	Machine Gun

Field Notes

With the exception of its large 105mm cannon, the M1128 looks and performs similarly to the LAV-25. This is a relatively fast and maneuverable eight-wheeled vehicle capable of repelling all small-arms fire. However, the M1128 is vulnerable to attacks by tanks, helicopters, and jets. So be ready to drop off your passengers if you come under heavy attack.

SPRUT-SD

Nationality: RU Description: Russian light and highly mobile tank destroyer based on the BMD-3 chassis.

Vehicle Performance

Speed	☐🟨☐☐☐
Armor	☐🟨🟨☐☐
Firepower	☐🟨🟨☐☐

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	125mm Cannon
2	Passenger	Machine Gun
3	Passenger	Machine Gun
4	Passenger	Machine Gun
5	Passenger	Machine Gun

Field Notes

The Russian SPRUT-SD has a sleek low profile when compared to its boxy American counterpart. This makes it a little easier to conceal the vehicle behind low hills and other pieces of cover. But the SPRUT-SD is most effective when on the move. Use its speed and large passenger capacity to transport troops to the front lines or flank slower tanks.

Tank Destroyer Tactics

- Never charge into a group of enemy infantry. Tank destroyers are well-armored, but they can't withstand more than two or three rocket hits, not to mention mines. Instead, hold back and engage infantry from a safe distance, where they can't sneak up behind you. HE ammunition, unlocked by completing the Explosive Danger assignment, is most effective against infantry. The coaxial LMG also gives the driver better protection against infantry.
- Unlike their IFV counterparts, tank destroyers are not amphibious, so avoid driving these heavy vehicles into deep bodies of water.
- When engaging a tank destroyer, try to maneuver so you can score a side or rear hit, where the vehicle's armor is thinnest. Likewise, when driving one of these vehicles, be mindful of these weak spots and try to keep the vehicle's front armor facing the enemy at all times.
- Be careful when transporting your entire squad in a tank destroyer. A hit from a helicopter or jet's guided missile could send your whole squad back to the respawn screen.
- Complete the Wired Attack assignment as quickly as possible to gain access to the TOW missile upgrade. This works just like the ATGM Launcher upgrade found on the IFVs. While waiting for the main gun to reload, fire a missile at your target to keep up the offensive pressure. The added firepower can make all the difference when caught in a dangerous duel with an enemy tank.
- The fire extinguisher is a worthwhile upgrade and it's relatively easy to unlock. As an engineer, just complete 20 repairs on friendly vehicles to complete the Need Repair assignment to unlock this upgrade. Once equipped, the fire extinguisher can be used to put out a fire if your vehicle becomes disabled. This allows you to maintain speed and maneuverability, allowing you to reach a safer location before conducting repairs.

Mobile Artillery

The new M142 and BM-23 mobile artillery units launch volleys of high-explosive rockets over great distances, giving each team the ability to bombard targets from across the map. Each vehicle is capable of launching up to six rockets in quick succession. From the gunner position, use the ladder-like reticle to adjust your aim, moving the rocket tubes both vertically and horizontally. When making vertical adjustments, the higher the pitch of the rocket tubes, the farther the rockets will travel. The rockets are by no means precision weapons and greatly benefit from the assistance of a forward spotter, helping you adjust your aim. If your rockets are falling short of the target, increase the pitch of the rocket tubes. Likewise, if the rockets are overshooting the target, reduce the pitch of the rocket tubes. When fired at great distances, the rockets impact beyond your visual range. So if you don't have the feedback of a forward spotter, you're firing blind. After firing six rockets, the vehicle automatically begins the long reload process. During this time the vehicle is completely defenseless unless fitted with one of the unlockable weapon upgrades. At close range mobile artillery units are vulnerable to attacks by infantry, tanks, and aircraft. So keep these units back from the front lines, where they're less likely to be harassed by enemies.

Mobile Artillery Service Stars

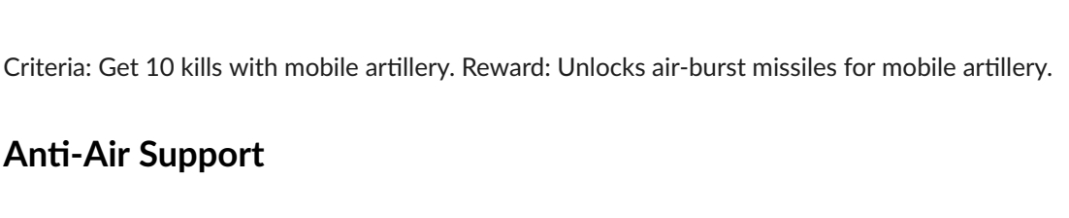
You earn a service star for every 9,000 points you score with a mobile artillery unit; 100 mobile artillery service stars are available.

Mobile Artillery Unlock Progression

Image	Name	Loadout Slot	Points	Description
	IR Smoke	Gadget	400	Smoke grenades enhanced with metal filaments that when launched remove laser-designation, spoof incoming guided missiles, and prevent enemies from revealing your position to teammates.
	Autoloader	Upgrade	800	An enhanced mechanism decreases the minimum time between firing rounds in your main weapon.
	Proximity Scan	Upgrade	1600	External sensors detect and reveal enemy units on your minimap.
	ATACMS Missile	Weapon	2500	Locks on ground vehicles and laser-designated targets.
	Maintenance	Upgrade	3500	Preventative maintenance procedures improve your vehicle's recovery from damage.
	Zoom Optics	Gadget	4500	A secondary weapon sight with up to 3x magnification.
	Thermal Camo	Upgrade	5500	Anti-reflective coating on your vehicle increases enemy locking and tracking difficulty and decreases the time you are revealed to the enemy after being spotted.
	TOW	Weapon	7000	Wire-guided anti-tank missile launcher.
	Proximity Defense	Gadget	9000	Incendiary smoke that damages enemies within the proximity.

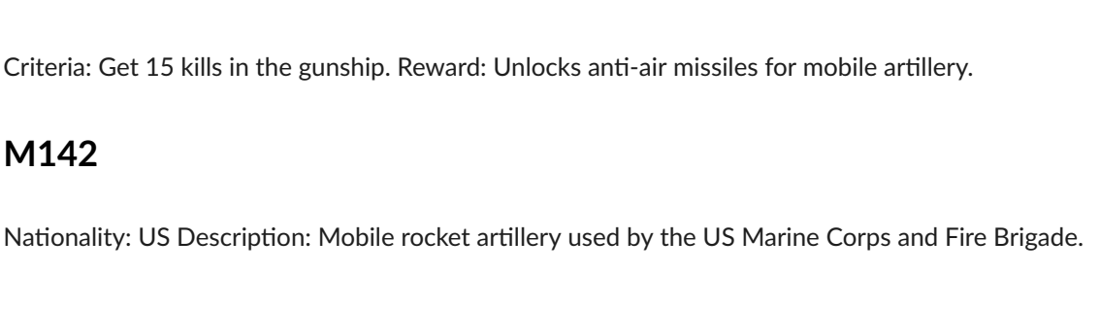
Mobile Artillery Assignments

Rocket Specialist


MOBILE ARTILLERY
AIRBURST
Modern SP artillery is highly digitized with the ability to self survey firing positions using systems such as GPS and inertial navigation systems. These capabilities also increase survivability manyfold as modern SP artillery can displace and avoid counterbattery fire much more quickly and
10

Criteria: Get 10 kills with mobile artillery. Reward: Unlocks air-burst missiles for mobile artillery.

Anti-Air Support


MOBILE ARTILLERY
AA
Modern SP artillery is highly digitized with the ability to self survey firing positions using systems such as GPS and inertial navigation systems. These capabilities also increase survivability manyfold as modern SP artillery can displace and avoid counterbattery fire much more quickly and
15

Criteria: Get 15 kills in the gunship. Reward: Unlocks anti-air missiles for mobile artillery.

M142

Nationality: US Description: Mobile rocket artillery used by the US Marine Corps and Fire Brigade.

Vehicle Performance

Speed	☐🟨☐☐☐
Armor	☐🟨☐☐☐
Firepower	☐🟨🟨☐☐

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	None
2	Gunner	227mm Rockets

Field Notes

The hulking M142 is approximately the size of a bus. So don't expect to get anywhere fast in this vehicle. Fortunately, it's best deployed behind the front lines, so its sluggish acceleration and wide turn radius shouldn't be much of a drawback. While the outer skin of the vehicle can repel small-arms fire, the driver can be shot through the narrow front and side windows.

BM-23

Nationality: RU Description: Russian multiple rocket launcher system mounted on a Soviet truck.

Vehicle Performance

Speed	☐🟨☐☐☐
Armor	☐🟨☐☐☐
Firepower	☐🟨🟨☐☐

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	None
2	Gunner	300mm Rockets

Field Notes

The BM-23 is the direct descendant of Katyusha rocket launchers dating back to World War II—and Battlefield 1942. Unfortunately, accuracy hasn't improved much. The BM-23 is a bit smaller and more nimble than its American counterpart. But the large windows of the truck's cab make the driver extremely vulnerable to small-arms fire.

Mobile Artillery Tactics

- Despite their impressive display, the standard rockets fired by the mobile artillery units don't cause much splash damage. It practically takes a direct hit to significantly damage an armored vehicle like a tank or tank destroyer. But the impact of multiple rockets in a small area can have a significant psychological effect on infantry, causing them to scramble for cover. So even if you don't score too many kills with these vehicles, they play a big role in suppressing enemy troops during attacks on control points and M-COM stations. Complete the Rocket Specialist assignment to unlock air-burst rockets for greater effectiveness against infantry.
- Always employ a squadmate to act as a forward observer when firing rockets at targets beyond your visual range. Being able to speak with your forward observer through a headset makes a huge difference when it comes to accurately placing rockets on target.
- The rockets have an effective range of approximately 650 meters when the rocket tubes are raised to their maximum angle and when the vehicle is parked on even terrain. However, you can get a bit more distance from the rockets by parking the unit on an elevated slope. This allows you fire the rockets at a steeper trajectory, resulting in greater range.
- Make a habit of parking these vehicles in remote areas of the map where they're less likely to be disturbed by enemies traveling between control points or other high-traffic areas. However, once you start firing rockets, your position will be easy to spot. So make a habit of moving the vehicle after you've fired a volley of rockets. Staying in one position too long can make you an easy target for enemy aircraft and counter-artillery bombardments.
- When encountering enemy vehicles at close range, these vehicles are defenseless unless equipped with one of the unlocked weapon upgrades, such as the ATACMS or TOW missiles. These weapons are far more accurate against nearby targets than the standard rockets. Enemy infantry are more problematic. The Proximity Defense upgrade deploys toxic smoke around the vehicle, giving you a chance to escape.

Gunship

The gunship is a new gameplay concept introduced by Armored Kill, rewarding one team with a powerful airborne weapons platform. In Conquest matches there is one control point on each of the new maps that spawns a gunship. Once captured, the control point grants the controlling team access to the gunship. During Rush matches, the attacking US team always has access to a gunship. Unlike in other aircraft, there is no pilot position in the gunship. Instead, the aircraft orbits around the map on its own with two crew positions accessible from the Spawn screen. Each gunner position is equipped with a port-mounted cannon as well as a top-mounted anti-aircraft turret. The 25mm cannon is capable of rapid fire, spitting out up to 30 rounds of high-explosive rounds in quick succession before entering a short reload phase. The 105mm cannon is essentially a tank gun mounted on the side of the aircraft. This heavy weapon fires one armor-piercing shell at a time, capable of disabling most ground vehicles with a single hit. In addition to serving as an awesome ground-attack aircraft, the gunship is also a mobile spawn point, dropping troops over the battlefield along its circular flight path.

Gunship

Nationality: US and RU Description: Heavily armored ground-attack vehicle with mounted HMG and cannon.

Vehicle Performance

Speed	☐🟨🟨☐☐
Armor	☐🟨🟨☐☐
Firepower	☐🟨🟨🟧🟥

Vehicle Occupancy

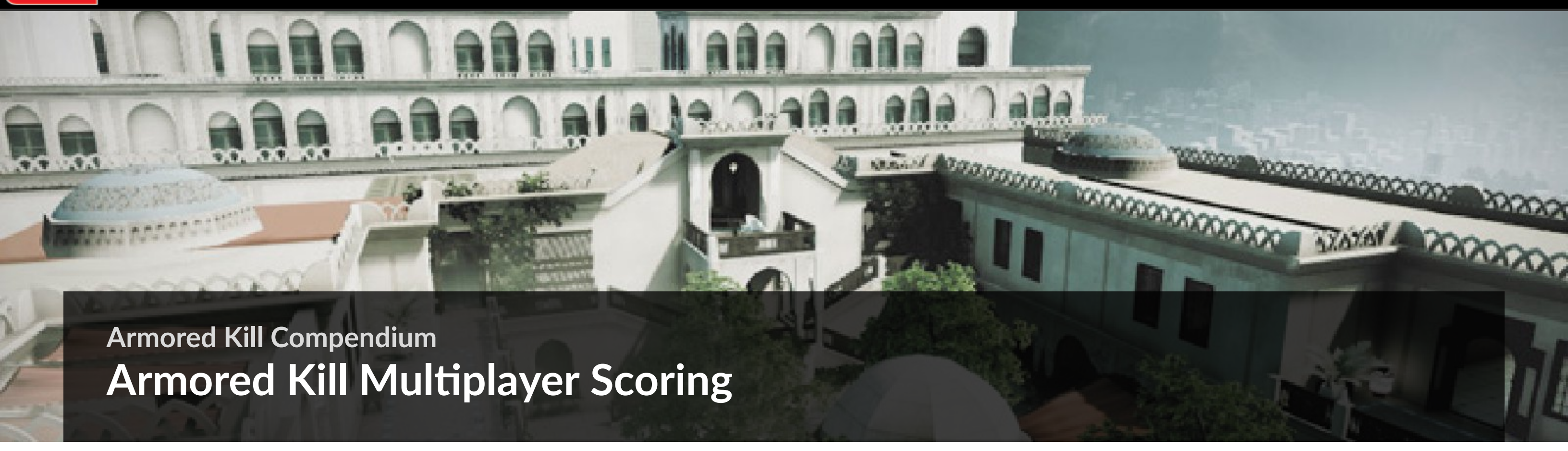
Seat	Position	Weapon
1	Gunner	25mm Cannon/Anti-Air Turret
2	Gunner	105mm Cannon/Anti-Air Turret

Field Notes

This converted cargo aircraft is equipped with two powerful cannons capable of tearing apart any ground vehicle. But this slow-moving aircraft is an easy target for enemy aircraft and anti-aircraft units on the ground. Fortunately, the gunship can take heavy damage before falling out of the sky. The anti-aircraft turrets and IR flares help defend the gunship against enemy aircraft and incoming missiles.

Gunship Tactics

- Before using the gunship's para-drop option to deploy, monitor the gunship's position on the Spawn screen's map. Don't jump out of the plane until the gunship is flying next to your intended destination. This will allow you to drop close to your target and perform a low-altitude deployment of your parachute. Freefall as long as possible to avoid becoming an easy target for enemy troops on the ground. The longer you drift in your parachute, the more likely you are to be spotted and hunted down.
- What the gunship's 25mm cannon lacks in stopping power, it makes up for in volume and rate of fire. This weapon functions similar to the chin turrets found on the AH-1Z and Mi-28 attack helicopters. A steady barrage of 25mm rounds can disable and eventually destroy a tank. For a closer view of the target, activate the zoom function for 3x magnification. While the weapon is reloading, scan the skies by switching to the anti-aircraft turret.
- Due to the gunship's constant movement, accurately firing the 105mm cannon can be a little tricky. For starters, don't fight the controls. Instead, aim ahead of your target and let the gunship's movement do the rest. As the reticle passes over the target, fire. The white dot in the center of the reticle is your aim point—wherever this dot is aimed, your shell will go, regardless of the gunship's movement. Like the 25mm cannon, this weapon is also equipped with a 3x zoom magnification option, offering a slightly more detailed view of the target. The camera's default infrared display also makes it easy to spot the heat signatures of enemy vehicles and troops—look for the bright, white dots.
- Each crew position has access to an anti-aircraft turret mounted atop the aircraft. These turrets can rotate 360 degrees and fire streams of hot lead at enemy aircraft, similar to the Centurion C-RAM or PANTSIR S-1. Since the turrets are mounted on top of the aircraft, they have no way of targeting enemy aircraft flying below the gunship. So when attacking a gunship in a jet or helicopter, stay just below the aircraft's wings to stay outside the coverage of its anti-aircraft turrets.
- The gunship can sustain heavy damage, but it cannot be repaired. The aircraft's health does not regenerate on its own, either, unlike other vehicles. Since all damage is permanent, take extra steps to keep the gunship airborne. Shoot down enemy jets and helicopters with the anti-aircraft turrets and deploy IR flares to fool incoming missiles. Keep a close eye on the gunship's health and be ready to bail out before it reaches 1 percent. When the gunship's health reaches zero, the aircraft simply explodes, giving you no time to bail out. It takes a full minute for a new gunship to appear, assuming your team still controls the associated control point during Conquest matches. In Rush matches the attacking team always has access to a gunship.



Armored Kill Multiplayer Scoring

Multiplayer Scoring System

Action	Points	Description
Attack Order Followed	20	Have a squadmate follow the attack order.
Avenger Bonus	10	Kill an enemy within 3 seconds of him killing a friendly.
Comeback	10	Come back from a streak of 5 or more consecutive deaths. Score is number of consecutive deaths x10.
Defend Order Followed	20	Have a squadmate follow the defend order.
Designated Target Hit	100	Score is based on how much damage the locked missile does.
Destroyed Explosive	20	Destroy an enemy explosive (claymore, mine, or C4).
Dog Tag Savior	50	Rescue a teammate about to be stabbed.
Double Kill	40	Kill 2 enemies within 0.8 second of each other.
Driver Assist	10	Have a passenger in your vehicle kill an enemy.
Enemy Down	100	Kill an enemy.
Equipment Destroyed	20	Destroy a stationary weapon that is occupied by an enemy or equipment placed by an enemy, such as an EOD Bot, MAV, mortar, radio beacon, SOFLAM, or T-UGS.
Flag Capture Assist	50	Participate in a flag capture.
Flag Captured	250	Capture a flag.
Flag Defend	20	Kill someone while you or the victim is in the radius of a flag owned by your team.
Flag Neutralize Assist	150	Participate in a flag neutralization.
Flag Neutralized	200	Neutralize an enemy flag.
Headshot Bonus	10	Kill an enemy with a headshot.
Heal	10	Heal points are awarded for every 20% health healed on a friendly.
Kill Assist	10–100	Do at least 10 points of damage to an enemy and have a teammate finish the job. Note that this caps out at 100 (healing can restore the enemy's hit points).
Killstreak Stopped	10	Kill an enemy who has made 6 or more kills without dying. The score awarded is the number of kills in the enemy's streak x10.
Marksman Bonus	100+	Score a headshot with a sniper rifle. Score is distance to the target.
M-COM Armed	100	Arm an M-COM station.
M-COM Attack Kill	20	Kill an enemy that is disarming the crate.
M-COM Defense Kill	20	Kill an enemy that is arming the crate.
M-COM Destroyed	500	Destroy an M-COM station.
M-COM Disarmed	200	Disarm an M-COM station.
Motion Sensor Assist	20	An enemy was killed while in your MAV's motion sensor range.
Motion Sensor Assist	20	An enemy was killed while in your T-UGS motion sensor range.
Multiple Kill	100	Kill 4 or more enemies within 0.8 second of each other.
Nemesis Kill	10	Kill the same enemy 6 or more times. The score awarded is the number of kills x10.
Nemesis Payback	10	Kill your nemesis. The score awarded is the number of times your nemesis has killed you x10.
Repair	10	Repair vehicle points are given for every 10% of damage repaired.
Resupply	10	Resupply a teammate.
Road Kill	10	Run over an enemy.
Savior Bonus	20	Kill an enemy within 2 seconds of him dealing 50–99% of damage to a friendly.
Spot Bonus	10	Spot an enemy and have a teammate make the kill.
Squad Attack Order	20	Attack an objective that the leader has designated.
Squad Defend Order	20	Defend an objective that the leader has designated.
Squad Driver Assist	20	Have a squadmate who is a passenger in your vehicle make a kill.
Squad Eliminated	10	Kill all members in a squad.
Squad Heal	20	Heal a squadmate.
Squad Passenger Assist	20	Have a squadmate who is driving your vehicle make a kill.
Squad Repair	20	Repair vehicle points are given for every 10% of damage repaired.
Squad Resupply	20	Resupply a squadmate.
Squad Revive	110	Revive a squadmate.
Squad Spawn on You	10	Have a squadmate spawn on you.
Suppression Assist	50	Suppress an enemy and have a teammate make the kill.
Target Designated	10	Lock on to an enemy vehicle with the target designator.
Team Passenger Assist	10	Have the driver in your vehicle kill an enemy.
Team Revive	100	Revive a teammate.
Triple Kill	60	Kill 3 enemies within 0.8 second of each other.
Vehicle Destroy	50	Destroy a vehicle within 10 seconds of an enemy leaving it.
Vehicle Destroy Assist	10–100	Do at least 10 points of damage to an enemy vehicle and have a teammate destroy it. Points are awarded are based on how much damage was done.
Vehicle Disabled	100	Disable a vehicle.

Armored Kill Compendium

Armored Kill Assignments

Premium Weapon Assignments

L85A2 Specialist

BERKUT
100
50
15

Criteria:

- Get 100 kills with the L85A2.
- Get 50 headshots with the L85A2.
- Get 15 assault rifle ribbons.

Reward:

L85A2 Berkut camo

MTAR Specialist

WOODLAND
OAK
100
10
15

Criteria:

- Get 100 kills with the MTAR-21.
- Destroy 10 pieces of enemy equipment with the EOD Bot.
- Get 15 anti-vehicle ribbons.

Reward:

MTAR-21 Woodland Oaks camo

LSAT Specialist

DIGITAL
WOODLAND
100
25
15

Criteria:

- Get 100 kills with the LSAT.
- Get 25 kills with the M224 Mortar.
- Get 15 suppression ribbons.

Reward:

LSAT Digital Woodland camo

SKS Specialist

DESERT STRIPE
100
25
15

Criteria:

- Get 100 kills with the SKS.
- Get 25 kill assists with the SOFLAM laser designator.
- Get 15 accuracy ribbons.

Reward:

SKS Desert Stripe camo

UMP-45 Specialist

BERKUT
50
50
50

Criteria:

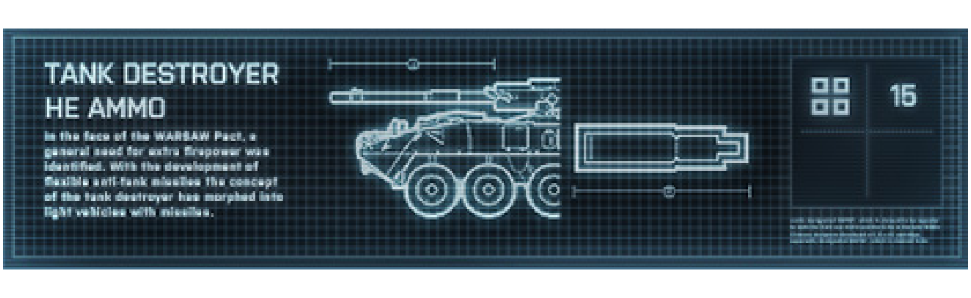
- Get 50 kills with the UMP-45 as Assault.
- Get 50 kills with the UMP-45 as Support.
- Get 50 kills with the UMP-45 as Engineer.
- Get 50 kills with the UMP-45 as Recon.

Reward:

UMP-45 Berkut camo

Armored Kill Vehicle Assignments

Explosive Danger


TANK DESTROYER
HE AMMO
In the face of the WARSAW Pact, a general need for extra firepower was identified. With the development of flexible anti-tank missiles the concept of the tank destroyer has morphed into light vehicles with missiles.
15

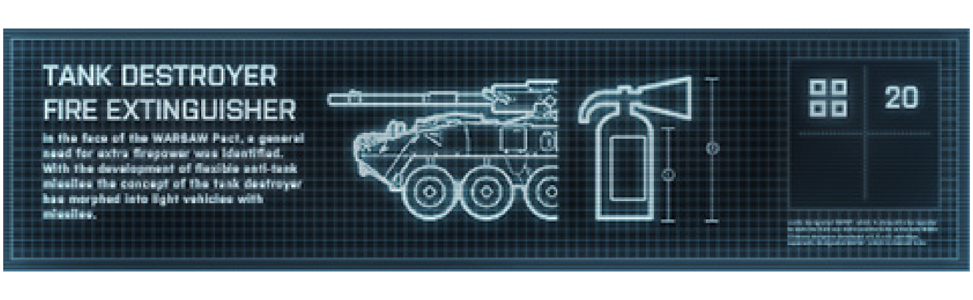
Criteria:

- Get 15 kills with a tank destroyer.

Reward:

Unlocks HE ammunition for tank destroyers.

Need Repair


TANK DESTROYER
FIRE EXTINGUISHER
20

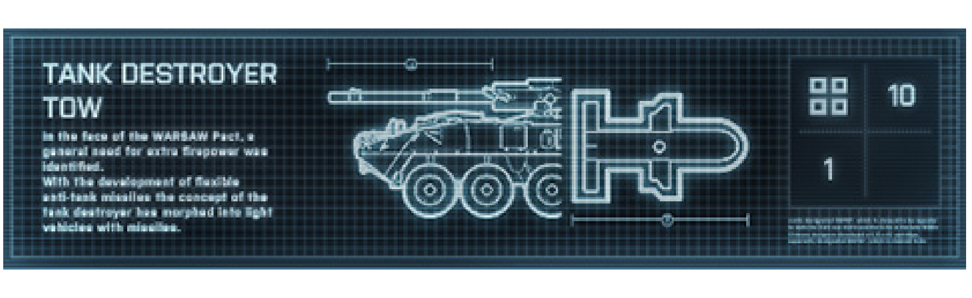
Criteria:

- Repair 20 friendly vehicles.

Reward:

Unlocks fire extinguisher for tank destroyers.

Wired Attack


TANK DESTROYER
TOW
10
1

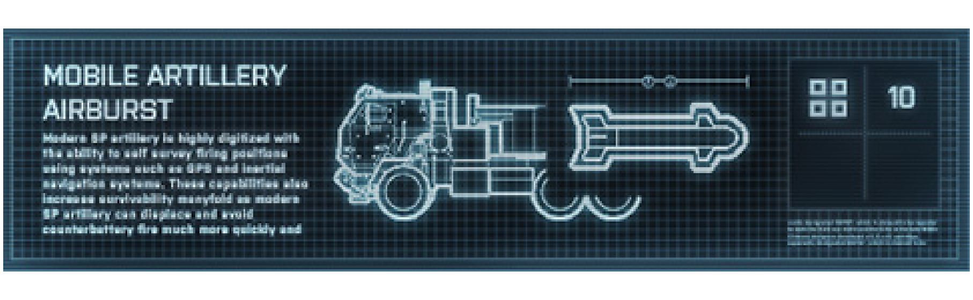
Criteria:

- Destroy 10 tank destroyers.
- Destroy 1 mobile artillery.

Reward:

Unlocks TOW for tank destroyers.

Rocket Specialist


MOBILE ARTILLERY
AIRBURST
10

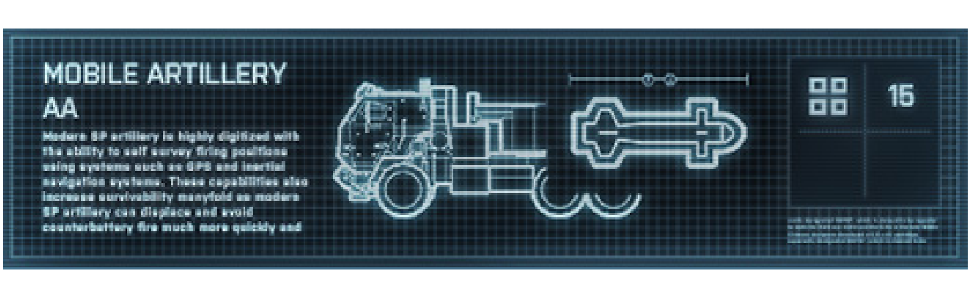
Criteria:

- Get 10 kills with mobile artillery.

Reward:

Unlocks air-burst missiles for mobile artillery.

Anti-Air Support


MOBILE ARTILLERY
AA
15

Criteria:

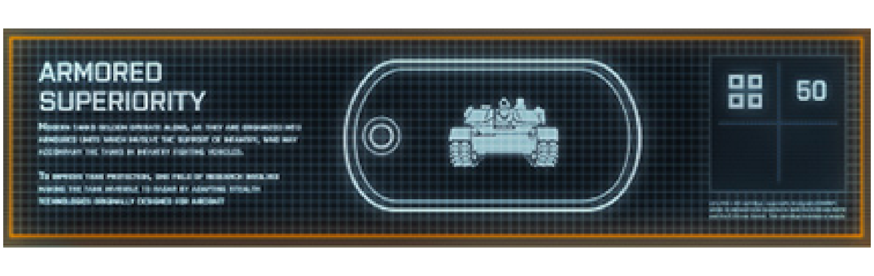
- Get 15 kills in the gunship.

Reward:

Unlocks anti-air missiles for mobile artillery.

Premium Vehicle Assignments

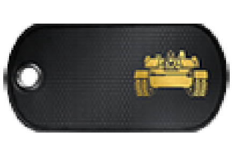
Armored Superiority


ARMORED
SUPERIORITY
50

Criteria:

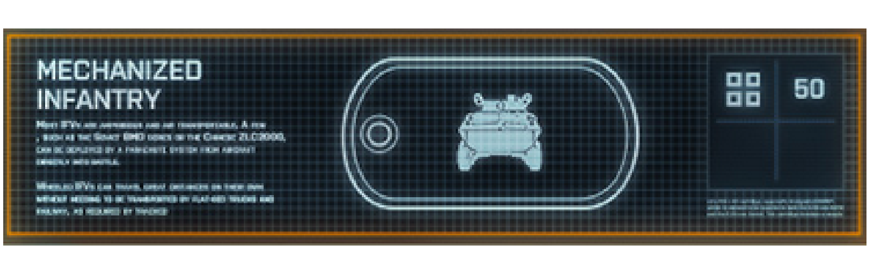
- Get 50 kills in MBTs.

Reward:



Armored Superiority Dog Tag

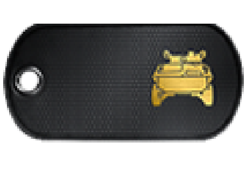
Mechanized Infantry


MECHANIZED
INFANTRY
50

Criteria:

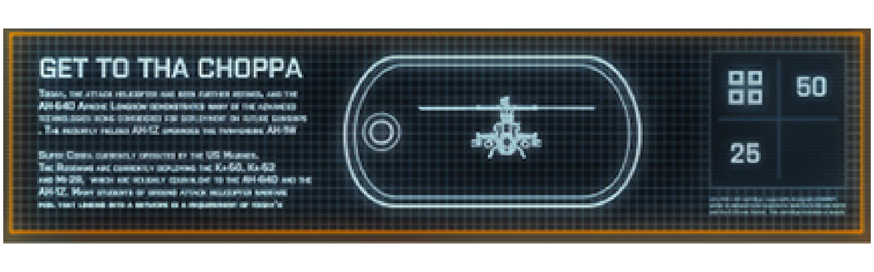
- Get 50 kills in IFVs.

Reward:



Mechanized Infantry Dog Tag

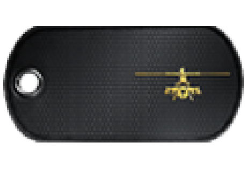
Get to tha Choppa


GET TO THA CHOPPA
50
25

Criteria:

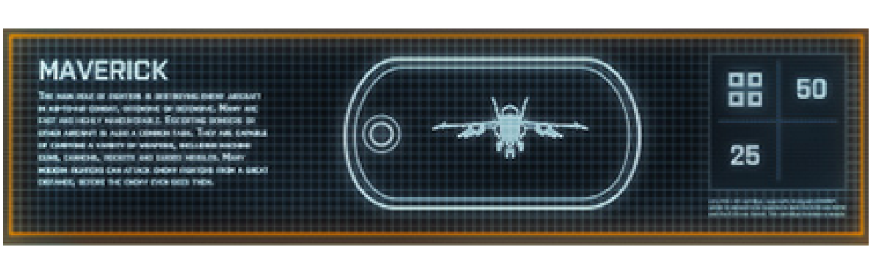
- Get 50 kills with scout or attack helicopters.
- Destroy 25 MBTs with scout or attack helicopters.

Reward:



Get to tha Choppa Dog Tag

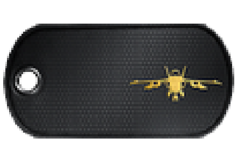
Maverick


MAVERICK
50
25

Criteria:

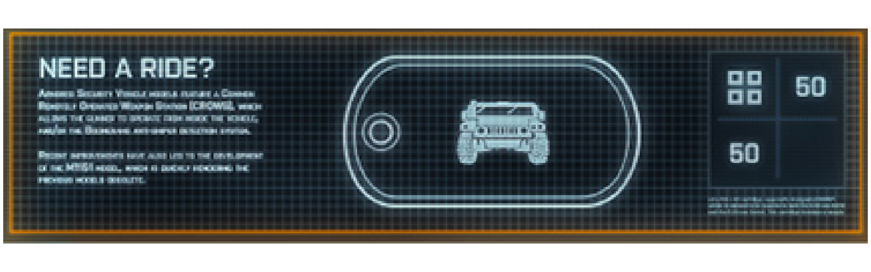
- Get 50 kills with jets.
- Destroy 25 attack or scout helicopters with jets.

Reward:



Maverick Dog Tag

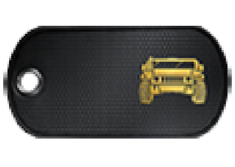
Need a Ride?


NEED A RIDE?
50
50

Criteria:

- Get 50 kills in jeeps, boats, quads, or transport helicopters.
- Get 50 squad driver assists.

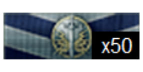
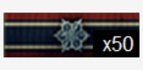
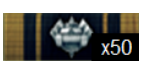
Reward:



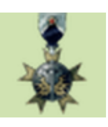
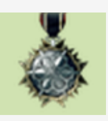
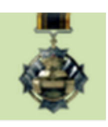
Need a Ride? Dog Tag

Armored Kill Ribbons, Medals & Dogtags

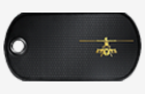
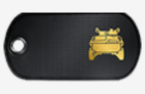
Armored Kill Ribbons

Ribbon	Name	Criteria	Points
	Domination Winner Ribbon	Win a Domination round.	500
	Gun Master Winner Ribbon	Win a Gun Master round.	500
	Tank Superiority Winner Ribbon	Win a Tank Superiority round.	500

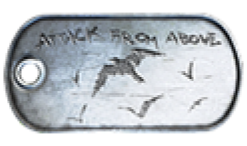
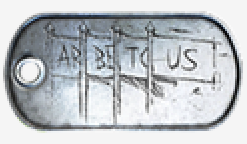
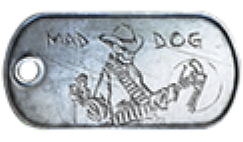
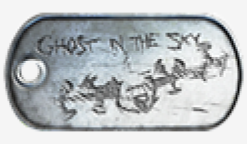
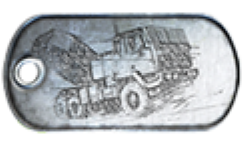
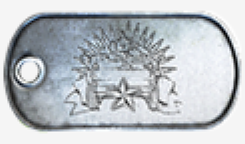
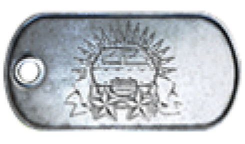
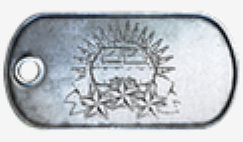
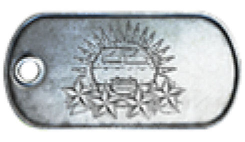
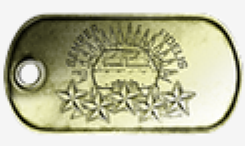
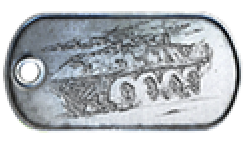
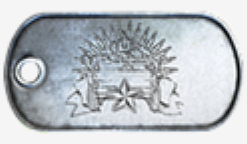
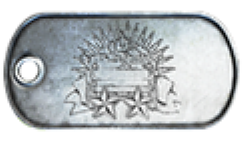
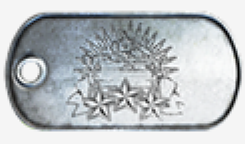
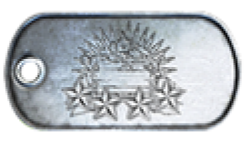
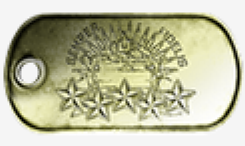
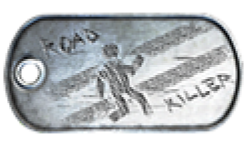
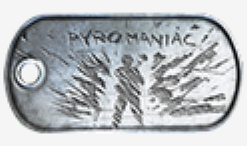
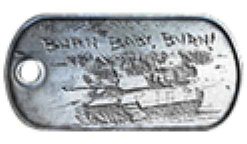
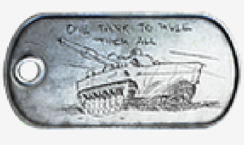
Armored Kill Medals

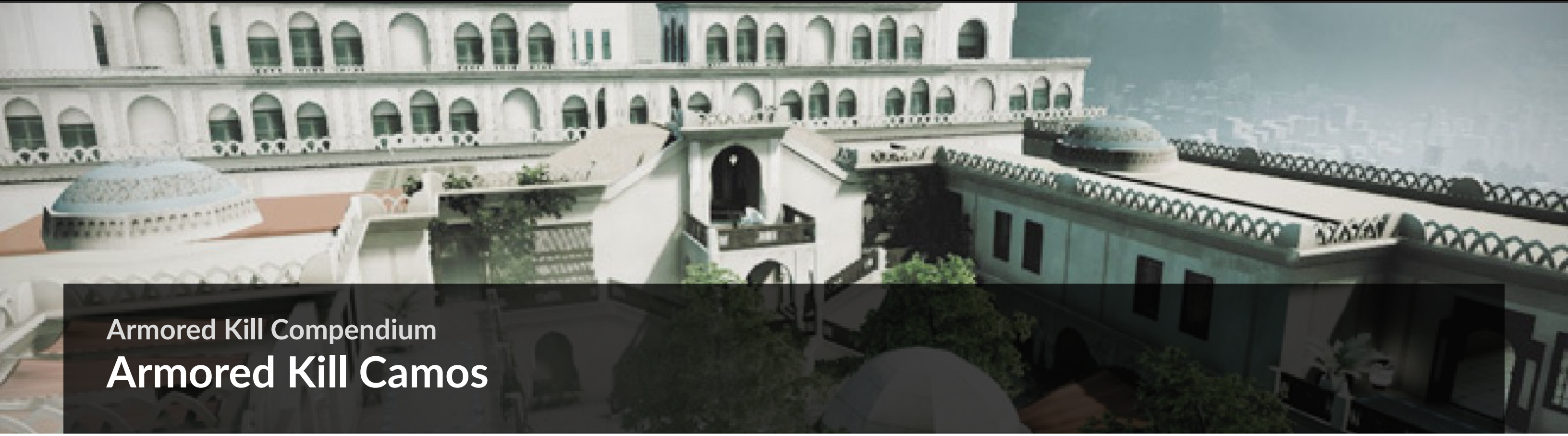
Medal	Name	Criteria	Points
	Domination Medal	Obtain the Domination Winner Ribbon 50 times	10000
	Gun Master Medal	Obtain the Gun Master Winner Ribbon 50 times.	10000
	Tank Superiority Medal	Obtain the Tank Superiority Winner Ribbon 50 times.	10000

Armored Kill Dog Tags (Left)

Dog Tag	Name	Criteria
	Mobile Artillery Proficiency	Obtain Mobile Artillery Service Star 1.
	Tank Destroyer Proficiency	Obtain Tank Destroyer Service Star 1.
	Armored Superiority	Complete assignment Armored Superiority.
	Get to tha Choppa	Complete assignment Get to tha Choppa.
	Maverick	Complete assignment Maverick.
	Mechanized Infantry	Complete assignment Mechanized Infantry.
	Need a Ride?	Complete assignment Need a Ride?
	Premium Basic	Become a Battlefield 3 Premium member.

Armored Kill Dog Tags (Right)

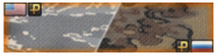
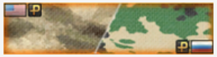
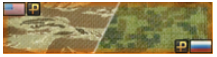
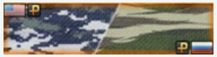
Dog Tag	Name	Criteria
	Attack from Above	Own Armored Kill expansion pack.
	Domination	Obtain Domination medal one time.
	Gun Master	Obtain Gun Master medal one time.
	Gunship	Own Armored Kill expansion pack.
	Mobile Artillery Vehicle Mastery	Obtain Mobile Artillery Service Star 1.
	Mobile Artillery Service 5 Stars	Obtain Mobile Artillery Service Star 5.
	Mobile Artillery Service 10 Stars	Obtain Mobile Artillery Service Star 10.
	Mobile Artillery Service 25 Stars	Obtain Mobile Artillery Service Star 25.
	Mobile Artillery Service 50 Stars	Obtain Mobile Artillery Service Star 50.
	Mobile Artillery Service 100 Stars	Obtain Mobile Artillery Service Star 100.
	Mobile Tank Destroyer Vehicle Mastery	Obtain Tank Destroyer Service Star 1.
	Mobile Tank Destroyer 5 Stars	Obtain Tank Destroyer Service Star 5.
	Mobile Tank Destroyer 10 Stars	Obtain Tank Destroyer Service Star 10.
	Mobile Tank Destroyer 25 Stars	Obtain Tank Destroyer Service Star 25.
	Mobile Tank Destroyer 50 Stars	Obtain Tank Destroyer Service Star 50.
	Mobile Tank Destroyer 100 Stars	Obtain Tank Destroyer Service Star 100.
	Road Kill	Own Armored Kill expansion pack.
 PYROMANIAC!	Rocket Attack	Own Armored Kill expansion pack.
 BURN BABY, BURN!	Tank Destroyer	Own Armored Kill expansion pack.
 ONE TANK TO KILL THEM ALL	Tank Superiority	Obtain Tank Superiority medal one time.

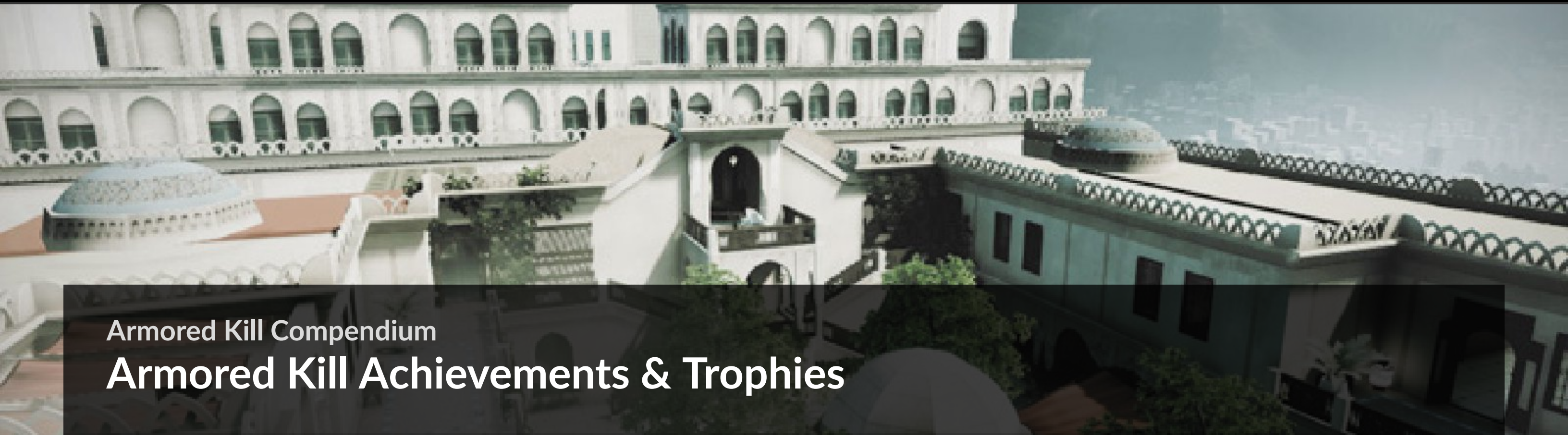


Armored Kill Compendium

Armored Kill Camos

Premium Soldier Camo

Camo	US Camo	RU Camo
	Navy Blue Digital	Woodland Oak
	Tactical	Berkut
	Desert Stripe	Digital Woodland
	Navy Blue Digital	Woodland Stripe

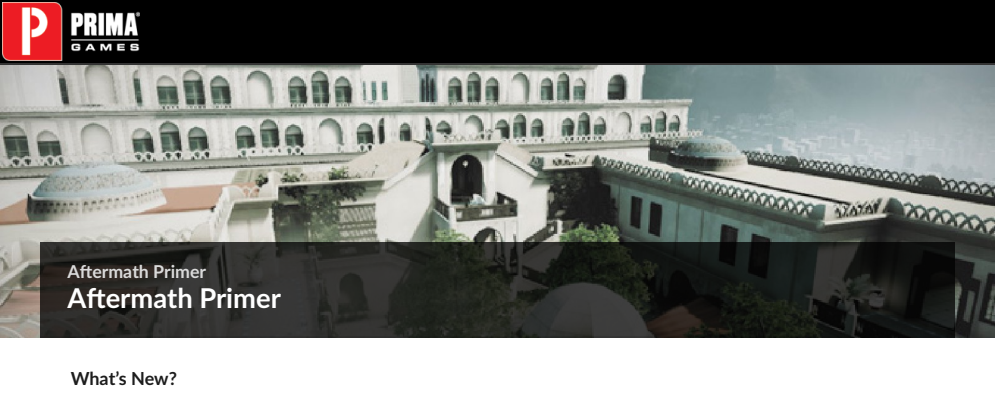


Armored Kill Compendium

Armored Kill Achievements & Trophies

Armored Kill Achievements and Trophies

Image	Name	Criteria	Gamerscore	Trophy
	Death from Above	Get one kill with the gunship.	20	Bronze
	Destroyer	Get 10 kills each with tank destroyer and mobile artillery.	30	Silver
	Drop Ship	Destroy the gunship.	30	Silver
	Offroad	Get one kill with the quad bike.	20	Bronze
	Superiority	Win a Tank Superiority round.	20	Bronze

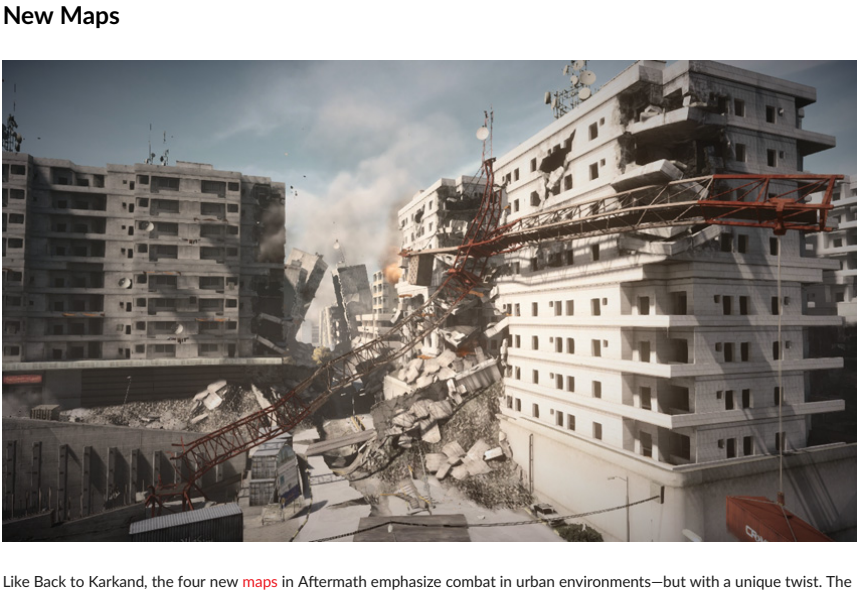


Aftermath Primer

What's New?

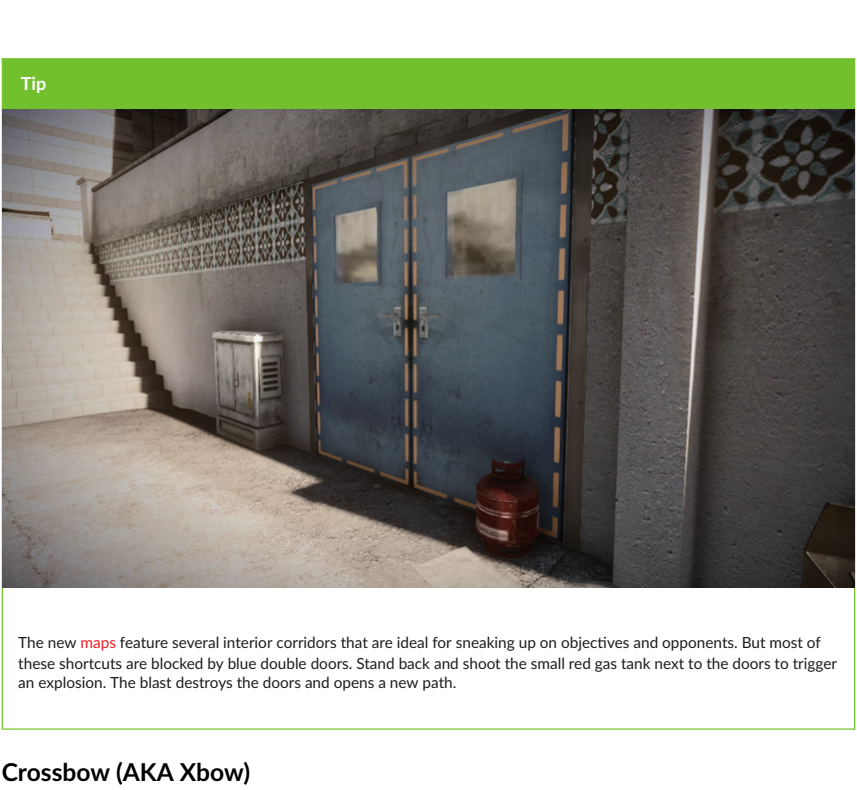
The Battlefield 3: Aftermath expansion pack takes place immediately following the devastating earthquake featured at the end of Operation Swordbreaker in the single-player campaign. Fighting amongst the devastation in this urban combat setting tests players in new ways, and offers plenty of opportunity for vertical gameplay. Damaged buildings create slopes to climb and cracked streets become trenches to take cover in. The earthquake has also damaged vehicles and weapons for both fighting forces, which has inspired a number of unique features in the expansion pack and changes how the game looks, feels, and plays.

New Maps



Like Back to Karkand, the four new maps in Aftermath emphasize combat in urban environments—but with a unique twist. The earthquake has completely devastated these once densely populated city centers, leaving crumbled buildings and rippled streets. So in addition to fighting pitched battles in a dangerous urban settings, soldiers must also adapt to the challenging, rubble-filled terrain before them. And in the case of the Epicenter map, the seismic activity hasn't subsided, resulting in unsettling aftershocks—engaging opponents while the ground is shaking adds an entirely new intensity to the Battlefield experience. Each new map and its supported game modes are covered in extreme detail within the Multiplayer Maps chapter.

Tip



The new maps feature several interior corridors that are ideal for sneaking up on objectives and opponents. But most of these shortcuts are blocked by blue double doors. Stand back and shoot the small red gas tank next to the doors to trigger an explosion. The blast destroys the doors and opens a new path.

Crossbow (AKA Xbow)

This improvised weapon, cleverly fashioned from an M4 carbine and other scavenged parts, is by far one of the most exciting features in Aftermath. With it, you can silently eliminate opponents with a variety of unique bolts. Despite their lethal capabilities, the new Xbow and Xbow Scoped are classified as gadgets and do not occupy your soldier's primary or sidearm weapon slot. While this expands your offensive options, it also means leaving behind gadgets like the medic kit and ammo box. But the power and versatility offered by these silent, single-shot weapons is a worthwhile trade-off once you get the hang of slinging bolts at unsuspecting opponents. For more information on the Xbow, Xbow Scoped, and the bolts they use, flip ahead to the Weapons and Vehicles chapter.

Modified Light Vehicles

Due to interrupted supply lines that are a result of the earthquake, engineers on both sides of the conflict have been forced to improvise. They have utilized scrap metal and other materials to modify existing vehicles for combat. Such ingenuity has led to the creation of the Rhino, Phoenix, and Barsuk. The Rhino is a civilian van equipped with extra armor and a heavy machine gun turret mounted on the roof, which makes it a formidable battle wagon and troop transport. The existing HMMWV and Vodnik have also been modified to create the Phoenix and Barsuk. These two customized light vehicles are equipped with heavy machine guns as well as devastating fully-automatic grenade launchers. The earthquake-ravaged environments aren't easy to traverse in a vehicle, so be mindful of damaged streets, sinkholes, and debris while racing through each map. Also, don't let the makeshift barricades found in many neighborhoods stop you—vehicles can crash or blast their way through these flimsy obstacles.

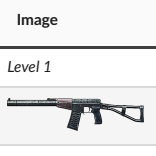
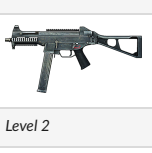
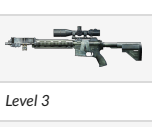
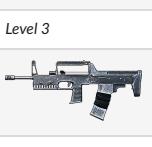
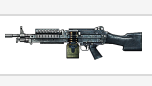
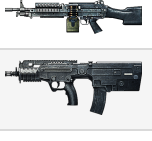
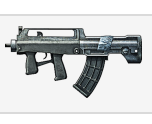
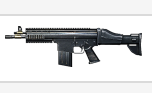
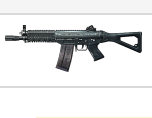
Scavenger

Aftermath also introduces a new game mode called Scavenger. Players experience the mad scramble for weaponry immediately following the earthquake. This infantry-only mode plays like a miniature version of Conquest, with five flags on each map serving as control points. As in Conquest, the goal in Scavenger mode is to capture and hold a majority of the flags (three or more) to initiate a drain on the opposing team's ticket count. The team whose ticket count is reduced to zero loses the match. But in addition to capturing and defending flags, all players face a unique challenge: At the start of each Scavenger match, all players are equipped with only a pistol and a grenade. The pistol is the only piece of equipment you can choose for your soldier during this mode—you can select any pistol you've already unlocked. All troop kit-based gadgets are unavailable, essentially making all classes equal. In addition to selecting your pistol you can also choose one soldier specialization, which functions normally. However, in this mode, the Ammo specialization does not give you more ammo when you spawn in. Instead, the Ammo specialization will grant you more ammo when interacting with the map's ammo crate. We'll reveal more on this later.

Weapons

Fortunately, players don't have to fight these battles with just pistols and grenades. Primary weapons are scattered across each map in predetermined locations called weapon spawners. There are three different levels of weapon spawners and each one produces a different type of weapon. Level 1 weapon spawners are the most common; they produce fast-firing, close-range PDWs. PDWs are a step up from the pistol you begin the match with, but you'll probably want to find something with a bit more range and damage output. The level 2 weapon spawners produce sniper rifles and shotguns, adding more lethality to your arsenal. But for the greatest versatility, seek out level 3 weapon spawners to gain access to carbines, assault rifles, and light machine guns. Level 3 weapon spawners are the most rare and usually are located in high-traffic areas of the map, often near flags. So before rushing toward one of these weapon spawners, make sure the surrounding area is clear of threats—it's not uncommon for opponents to camp these spots. To pick up a weapon produced by a weapon spawner, stand next to it and press the button/key shown on-screen. (This is just like picking-up a kit dropped by fallen players in other modes.) If you're quick, you can grab these weapons while on the move.

Scavenger Mode Weapons

Image	Weapon	Ammo	Optic Attachment	Primary Attachment	Secondary Attachment
Level 1					
	AS VAL	42	—	—	—
	M5K	42	—	—	—
	MP7	42	—	—	—
	P90	51	—	—	—
	PDW-R	42	—	—	—
	PP-19	55	—	—	—
	PP-2000	42	—	—	—
	UMP-45	52	—	—	—
Level 2					
	870MCS	15	Reflex (RDS)	—	Laser Sight
	DAO-12	16	KOBRA (RDS)	—	Laser Sight
	M1014	15	Holographic (HOLO)	—	Laser Sight
	M98B	12	ACOG (4x)	Straight Pull Bolt	Laser Sight
	MK11 MOD 0	12	Reflex (RDS)	Foregrip	Suppressor
	MKA3A1	16	Reflex (RDS)	—	Laser Sight
	SPAS-12	15	Reflex (RDS)	—	Laser Sight
	SVD	22	ACOG (4x)	Foregrip	Laser Sight
	Xbow	10	KOBRA (RDS)	—	—
	Xbow Scoped	10	PKS-07 (7x)	—	—
Level 3					
	A-91	62	KOBRA (RDS)	Foregrip	Laser Sight
	ACW-R	54	Reflex (RDS)	Foregrip	Laser Sight
	AK-74M	62	KOBRA (RDS)	Foregrip	Heavy Barrel
	AKS-74u	62	KOBRA (RDS)	Foregrip	Laser Sight
	G36C	62	Holographic (HOLO)	Foregrip	Heavy Barrel
	G3A3	42	ACOG (4x)	Foregrip	Heavy Barrel
	G53	62	Reflex (RDS)	Suppressor	Heavy Barrel
	M249	100	ACOG (4x)	Bipod	Laser Sight
	MTAR-21	62	Reflex (RDS)	Foregrip	Laser Sight
	PKP PECHENEG	100	KOBRA (RDS)	Bipod	Laser Sight
	QBZ-95B	62	Holographic (HOLO)	Foregrip	Laser Sight
	SCAR-H	42	Reflex (RDS)	Foregrip	Laser Sight
	SCAR-L	62	Holographic (HOLO)	Foregrip	Laser Sight
	SG553	62	Holographic (HOLO)	Foregrip	Heavy Barrel

Note

The weapon spawners generate weapons randomly, in no particular order. It's entirely possible for certain weapons to never make an appearance during a match. So instead of waiting for a specific weapon to appear, make the most of the weapons provided.

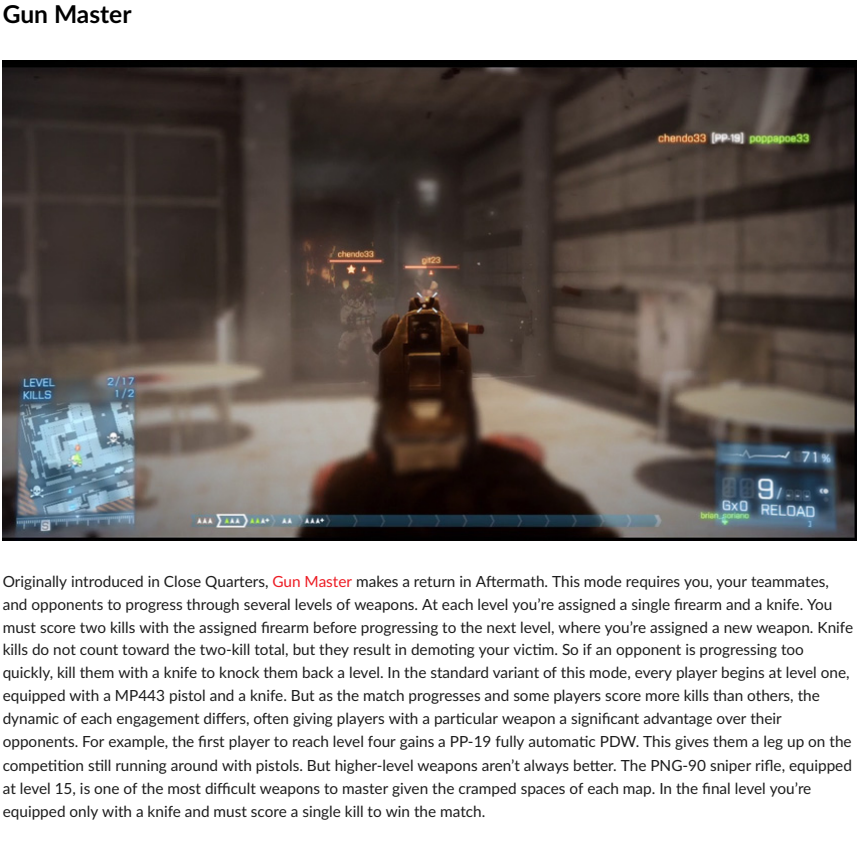
Ammo Crates

Even after you pick up a primary weapon, you usually have no more than two magazines. Given the scarcity of ammo, you'll need to pick up new weapons often. However, if you really like the weapon you currently have, there is one way to replenish your ammo. There is only one ammo crate on each map, and it's usually positioned in a dangerous high-traffic area. These crates are sometimes difficult to find because they do not appear on the minimap—but you can find them on our Scavenger mode maps in this guide. So once you learn the location of the ammo crate, memorize it and return often to keep your hungry weapon well fed. Like level 3 weapon spawners, ammo crates draw plenty of attention, so be aware of campers posted nearby. To interact with an ammo crate, simply stand in front of it to stock up on fresh magazines. Ammo crates also supply you with grenades—you can carry only one grenade unless you have chosen the Grenades specialization.

Tip

In Scavenger matches, coordinate with your squad to become an unstoppable hoard. Any stray enemies are not likely to have the firepower or foresight to stop your squad from encroaching upon them. There are no explosives to stop your squad, aside from the few grenades that opponents possess when they first spawn. Avoid picking up weapons when moving with your squad, unless it is needed. Doing so puts your squad at disadvantage, because your squad mates will not be able to pick up the weapon you just took.

Gun Master



Originally introduced in Close Quarters, Gun Master makes a return in Aftermath. This mode requires you, your teammates, and opponents to progress through several levels of weapons. At each level you're assigned a single firearm and a knife. You must score two kills with the assigned firearm before progressing to the next level, where you're assigned a new weapon. Knife kills do not count toward the two-kill total, but they result in demoting your victim. So if an opponent is progressing too quickly, kill them with a knife to knock them back a level. In the standard variant of this mode, every player begins at level one, equipped with a MP443 pistol and a knife. But as the match progresses and some players score more kills than others, the dynamic of each engagement differs, often giving players with a particular weapon a significant advantage over their opponents. For example, the first player to reach level four gains a PP-19 fully automatic PDW. This gives them a leg up on the competition still running around with pistols. But higher-level weapons aren't always better. The JNG-90 sniper rifle, equipped at level 15, is one of the most difficult weapons to master given the cramped spaces of each map. In the final level you're equipped only with a knife and must score a single kill to win the match.

During Gun Master matches, players are divided into two teams. While you can utilize teamwork to hunt down opponents, all spawning is random, which often places you in a remote area of the map. You cannot spawn on teammates. So take some time moving in the direction of your teammates, who appear as green ID tags on the HUD. While it's possible to succeed on your own, if you come across a group of players who are working together, you'll have a tough time surviving the engagement. You're better off moving around the map with one or two buddies. Before rushing into a Gun Master match, take a moment to review the weapons equipped at each level. Adjust your tactics at each acquired level to take advantage of the assigned weapon's strengths.

New Weapon Lists

In addition to the standard 17-level list of weapons, Aftermath adds eight new weapon lists to the mix for greater variety. These weapon lists can only be set by server administrators.

Gun Master Weapon Lists

Level	Standard Setup	Reverse Setup	Light Setup	Heavy Setup	Pistol Run!	Sniper's Delight	US Arms Race	RU Arms Race	EU Arms Race
1	MP443	Knife	M9	MP412 REX	M9	M9 Supp.	M9	MP443	G17C
2	93R	M320 LVG	G17C	.44 Magnum	MP443	G17C Supp.	M1911	MP412 REX	93R
3	.44 Magnum	JNG-90	93-R	SPAS-12	G17C	M1911 Supp.	870MCS	SAIGA 12K	SPAS-12
4	PP-19	M417	870MCS	MK3A3	M9 Supp.	SVD	PDW-R	PP-2000	MP7
5	P90	L86A2	SAIGA 12K	AK-74M	G17C Supp.	SKS	M4A1	PP-19	UMP-45
6	SPAS-12	LSAT	SPAS-12	F2000	M1911	MK11 MOD 0	M16A4	AS VAL	G36C
7	MK3A1	SCAR-L	DAO-12	G3A3	G18	QBU-88	M249	AKS-74u	M416
8	ACW-R	AUG A3	M1014	FAMAS	93R	M417	M240B	AK-74M	L85A2
9	MTAR-21	MTAR-21	PP-2000	SCAR-L	MP412 REX	M40A5	MK11 MOD 0	RPK-74	MG36
10	AUG A3	ACW-R	M5K	AUG A3	.44 Magnum	SV98	M40A5	SVD	M417
11	SCAR-L	MK3A1	P90	M249	Knife	L96	SMAW	RPG-7V2	M320
12	LSAT	SPAS-12	MP7	M60E4	—	JNG-90	Knife	Knife	Knife
13	L86A2	P90	AS VAL	QBB-95	—	M98B	—	—	—
14	M417	PP-19	PP-19	MG36	—	Xbow	—	—	—
15	JNG-90	.44 Magnum	UMP-45	LSAT	—	Knife	—	—	—
16	M320 LVG	93R	M320	C4	—	—	—	—	—
17	Knife	MP443	Knife	Knife	—	—	—	—	—

Classes: A New Look

Following the earthquake event depicted in the single-player campaign in Battlefield 3, operational capacity in the Iran region is severely compromised. From the ashes rise survivors who are beat-up but not beaten. The whole style and tone in the themed expansion pack is one of being down but not out, and you can even see it in the multiplayer character design: These soldiers have bandages, cuts, and bruises, and their clothes are torn.

Assault

US Assault

RU Assault

- Strengths: Well-rounded kit; heal/revive teammates
- Weakness: Weak anti-vehicle capability

The assault class is the most versatile of the four, proving effective in both offensive and defensive situations. When you're not sure what kit to choose, you can't go wrong with this one. The assault rifles associated with this kit are excellent at any range, and have great damage output and impressive rates of fire. Each assault rifle can also be equipped with the M320 40mm grenade launcher, which is great for blasting infantry, light-skinned vehicles, and even structures. The M26 MASS assault rifle attachment is a powerful shotgun capable of firing a variety of devastating ammo. Beyond their impressive offensive capabilities, the assault class is now responsible for healing injured teammates with the medic kit and reviving recently deceased teammates with the Defibrillator. The Defibrillator isn't immediately available, so keep playing as the assault class to unlock it; it's the first item unlocked.

Engineer

US Engineer

RU Engineer

- Strengths: Anti-vehicle specialist; vehicle repair
- Weakness: Limited anti-infantry capability

Engineers are great at taking out vehicles as well as fixing them. Out of the gate, the engineer is equipped with the SMAW or RPG-7V2 rocket launcher. Use this weapon (and the kit's unlockable FGM-148 Javelin) to take out enemy vehicles, including heavily armored tanks and IFVs. The first unlocks available to this class are the FIM-92 Stinger and SA-18 IGLA shoulder-fired anti-aircraft missiles, which are perfect for shooting down helicopters and jets. While the engineer is strong against vehicles, the kit's carbines are a bit underpowered, particularly at long range. So when you're not facing tons of vehicles, consider choosing a different kit with better performance against infantry. In addition to demolishing vehicles, the engineer can also repair them with the Repair Tool. Repairing manned friendly vehicles can earn you Repair points that serve as a great way to supplement your score. Try to use the vehicle you're repairing as cover, to avoid getting picked off by enemies.

Support

US Support

RU Support

- Strengths: Solid anti-infantry kit; ammo resupply
- Weakness: Limited anti-armor capability

The support kit is a crucial member of any squad, regardless of the tactical situation. These guys carry the massive light machine guns that are capable of laying down high volumes of sustained fire and are great for suppressing enemy infantry. The support class also has access to some of the most devastating weapons in the game, including C4, Claymores, and the new M224 Mortar. When they're not busy scoring kills, support troops should supply teammates using the ammo box. The ammo box dispenses ammunition to all within a small radius. There are no ammo crates in multiplayer, so it's up to the support players to replenish everyone's ammo. You earn a Resupply bonus (10 points) whenever a teammate retrieves ammo from an ammo box, so don't be stingy with these things. Scatter them around your teammates to boost your score. Since this is the only kit equipped with explosives, support players are also effective at taking out enemy vehicles with C4, either through direct application or through the creation of car bombs. So if you're not satisfied laying down suppressive fire from a distance, take the fight to close range and do some damage with your explosives. But such attacks are extremely dangerous, so you had better have an assault buddy nearby to revive you.

Recon

US Recon

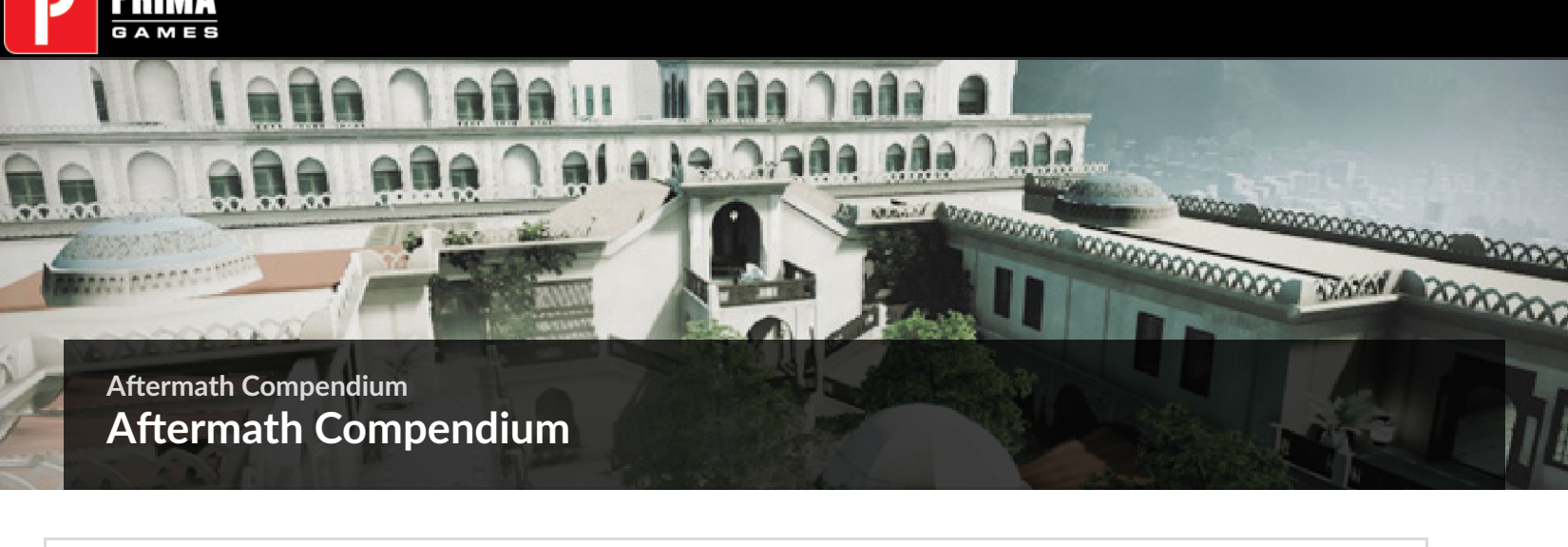
RU Recon

- Strength: Long-range/spotting specialist
- Weaknesses: Slow-firing; vulnerable in close quarters

The recon class is much more than just a sniper. Gadgets like the Radio Beacon, SOFLAM, MAV, and T-UGS motion sensor put a greater emphasis on team play, allowing the recon player to fill a more supportive role. It's up to the recon class to spot targets for infantry and vehicles, informing teammates of enemy movement and designating targets for laser-guided munitions. But this doesn't mean recon troops can't also crack skulls at long range. The sniper rifles offered by this kit require the greatest amount of skill and patience of any weapon type, so they are best reserved for players willing to put in the practice to master them. Unless you score headshots every time, it will take two or three hits to down an opponent. Accuracy and stability can be improved significantly by firing from a prone position with a Bipod.

Note

Although the classes look different, they still play exactly the same. You can still apply camo to these soldiers to customize them with any patterns you've already unlocked.



Aftermath Compendium

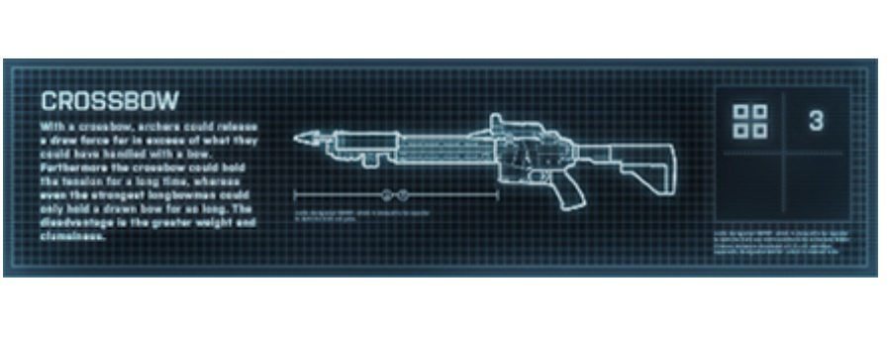
Aftermath Compendium

Multiplayer Scoring System

Action	Points	Description
ATTACK ORDER FOLLOWED	20	Have a squad mate follow the attack order.
AVENGER BONUS	10	Kill an enemy within 3 seconds of him killing a friendly.
COMEBACK	10	Comeback from a streak of 5 or more consecutive deaths. Score equals the number of consecutive deaths x10.
DEFEND ORDER FOLLOWED	20	Have a squad mate follow the defend order.
DESIGNATED TARGET HIT	100	Score is based on how much damage the locked missile does.
DESTROYED EXPLOSIVE	20	Destroy an enemy explosive (claymore, mine, or C4).
DOG TAG SAVIOR	50	Rescue a teammate just as he is about to be stabbed.
DOUBLE KILL	40	Kill two enemies in 0.8 seconds of each other.
DRIVER ASSIST	10	Have a passenger in your vehicle kill an enemy.
ENEMY DOWN	100	Kill an enemy.
EQUIPMENT DESTROYED	20	Destroy a stationary weapon that is occupied by an enemy or equipment placed by an enemy. This includes EOD Bots, MAV, Mortar, Radio Beacon, SOFLAM and T-UGS.
FLAG CAPTURE ASSIST	50	Participate in a flag capture.
FLAG CAPTURED	250	Capture a flag.
FLAG DEFEND	20	Kill someone while you or the victim is in the radius of a flag owned by your team.
FLAG NEUTRALIZE ASSIST	150	Participate in a flag neutralize.
FLAG NEUTRALIZED	200	Neutralize an enemy flag.
HEADSHOT BONUS	10	Kill an enemy with a headshot.
HEAL	10	Heal points awarded for every 20% health healed on a friendly.
KILL ASSIST	10-100	Do at least 10 points of damage to an enemy and have a teammate finish them off. Note that this caps out at 100, as healing can restore the enemy's hit points.
KILLSTREAK STOPPED	10	Kill an enemy who has made 6 or more kills without dying. The score awarded equals the number of kills in the enemies streak x10.
MARKSMAN BONUS	100+	Score a headshot with a sniper rifle. Score equals the distance to the target.
M-COM ARMED	100	Arm an M-COM station.
M-COM ATTACK KILL	20	Kill an enemy that is disarming the crate.
M-COM DEFENSE KILL	20	Kill an enemy that is arming the crate.
M-COM DESTROYED	500	Destroy an M-COM station.
M-COM DISARMED	200	Disarm an M-COM station.
MOTION SENSOR ASSIST	20	Enemy was killed while in your T-UGS's or MAV's motion sensor range.
MULTIPLE KILL	100	Kill four or more enemies within 0.8 seconds of each other.
NEMESIS KILL	10	Kill the same enemy 6 or more times. The score awarded equals the number of kills x 10.
NEMESIS PAYBACK	10	Kill your nemesis. The score awarded equals the number of times your nemesis has killed you x10.
REPAIR	10	Repair vehicle points given for every 10% of damage repaired.
RESUPPLY	10	Resupply a teammate.
ROAD KILL	10	Run over an enemy.
SAVIOR BONUS	20	kill an enemy within 2 seconds of him dealing 50 to 99% of damage to a friendly.
SPOT BONUS	10	Spot an enemy and have a teammate kill them.
SQUAD ATTACK ORDER	20	Attack an objective that the leader has designated.
SQUAD DEFEND ORDER	20	Defend an objective that the leader has designated.
SQUAD DRIVER ASSIST	20	Have a squad mate who is a passenger in your vehicle make a kill.
SQUAD ELIMINATED	10	Kill all members in a squad.
SQUAD HEAL	20	Heal a squad mate.
SQUAD PASSENGER ASSIST	20	Have a squad mate who is driving your vehicle make a kill.
SQUAD RESUPPLY	20	Resupply a squad mate.
SQUAD REVIVE	110	Revive a squad mate.
SQUAD SPAWN ON YOU	10	Have a squad mate spawn on you.
SUPPRESSION ASSIST	50	Suppress an enemy and have a teammate kill them.
TARGET DESIGNATED	10	Lock on to an enemy vehicle with the target designator.
TEAM PASSENGER ASSIST	10	Have the driver in your vehicle kill an enemy.
TEAM REVIVE	100	Revive a teammate.
TRIPLE KILL	60	Kill three enemies within 0.8 seconds of each other.
VEHICLE DESTROY	50	Destroy a vehicle within 10 seconds of an enemy leaving it.
VEHICLE DESTROY ASSIST	10–100	Do at least 10 points of damage to an enemy vehicle and have a teammate destroy it. Points awarded are based on how much damage was done.
VEHICLE DISABLED	100	Disable a vehicle.

Aftermath Assignments

Sticks and Stones

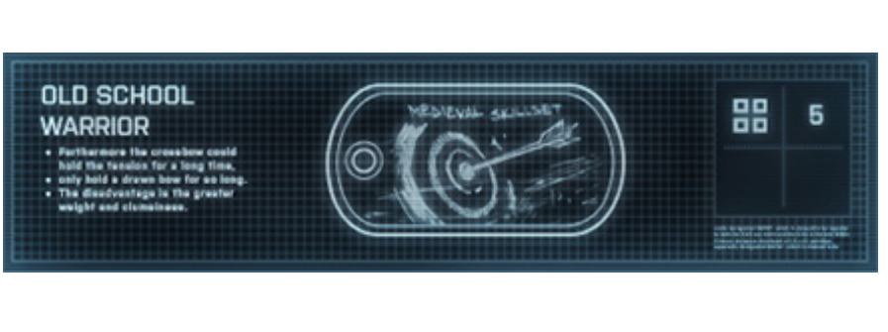


Criteria:

- Win 3 rounds in Scavenger.

Reward:	
Xbow	

Archery 101

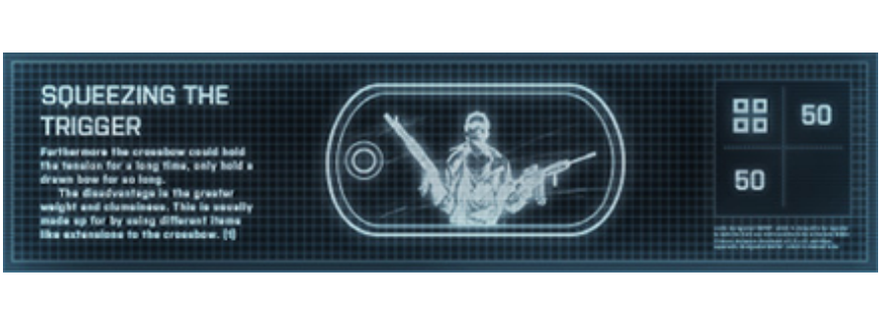


Criteria:

- Get 5 Xbow kills.

Reward:	
Old School Warrior Dog Tag	

This Is My Boom Stick

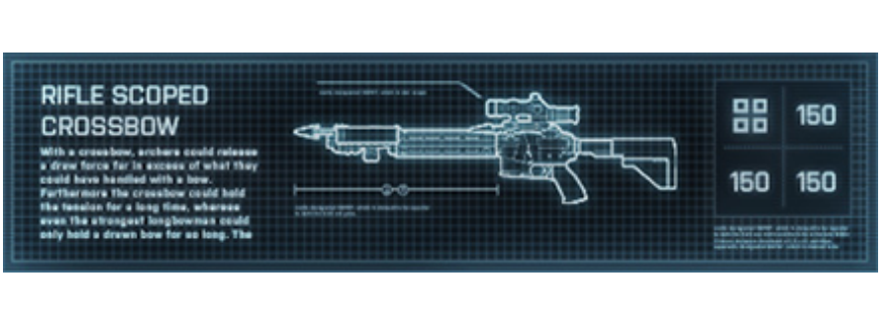


Criteria:

- Get 50 kills with carbines.
- Get 50 kills with assault rifles.

Reward:	
Squeezing the Trigger Dog Tag	

Go Play Close Quarters

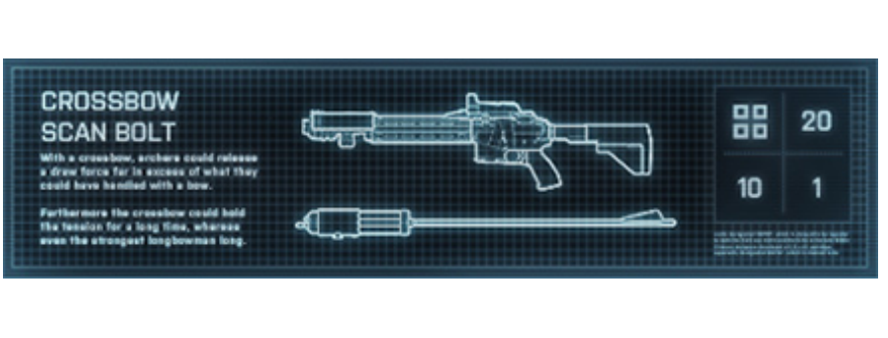


Criteria:

- Total of 150 meters headshots with sniper rifles.
- Total of 150 meters headshots with assault rifles.
- Total of 150 meters headshots with carbines.

Reward:	
Xbow Scoped	

It Is OK To Thank Me

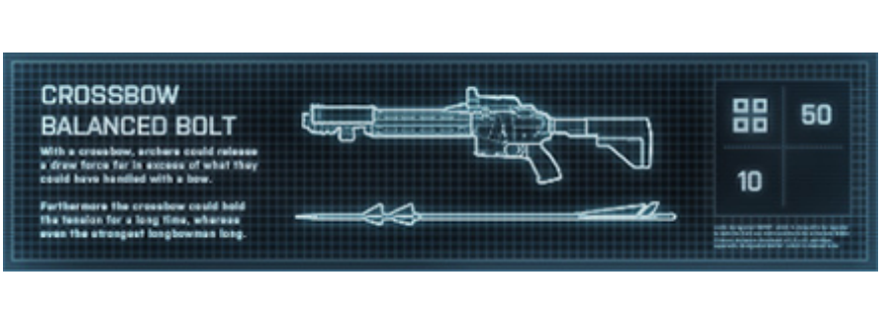


Criteria:

- Complete Sticks and Stones assignment.
- Get 20 spot assists.
- Designate 10 vehicles.
- Get 1 designated assist.

Reward:	
Scan Bolt	

Stay Away From My Tent

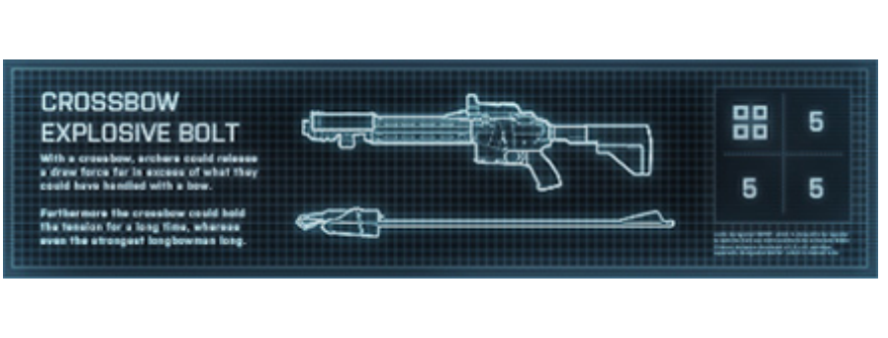


Criteria:

- Complete Sticks and Stones assignment.
- Get 50 kills with sniper rifles.
- Get 10 headshot kills with sidearm.

Reward:	
Balanced Bolt	

A Good Demo Man

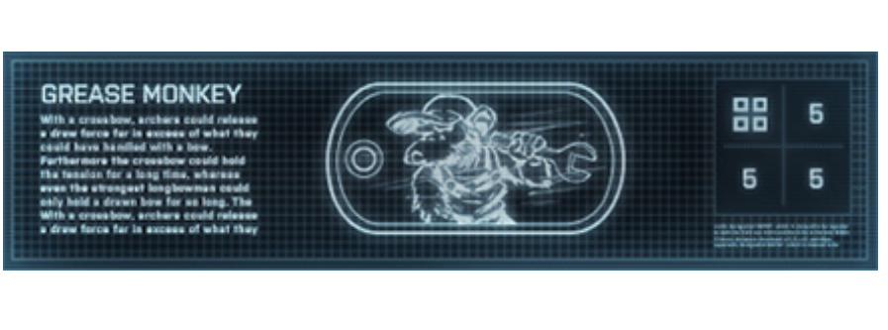


Criteria:

- Complete Sticks and Stones assignment.
- Get 5 kills with hand grenades.
- Get 5 kills with underslung grenades.
- Get 5 kills with C4.

Reward:	
HE Bolt	

Riding Shotgun

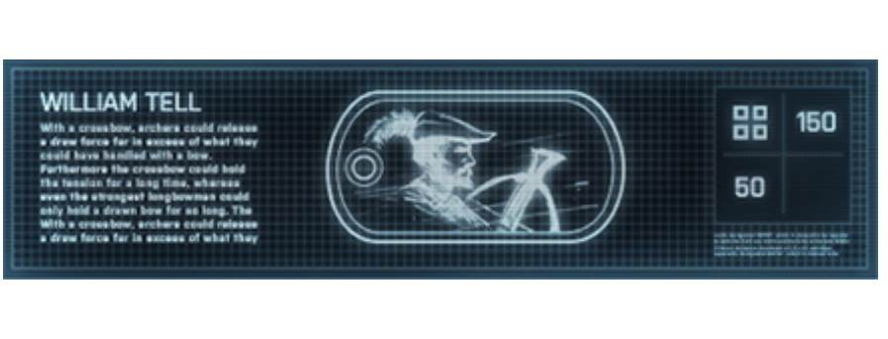


Criteria:

- Get 5 kills in the Phoenix.
- Get 5 kills in the Barsuk.
- Get 5 kills in the Rhino.

Reward:	
Grease Monkey Dog Tag	

William Tell

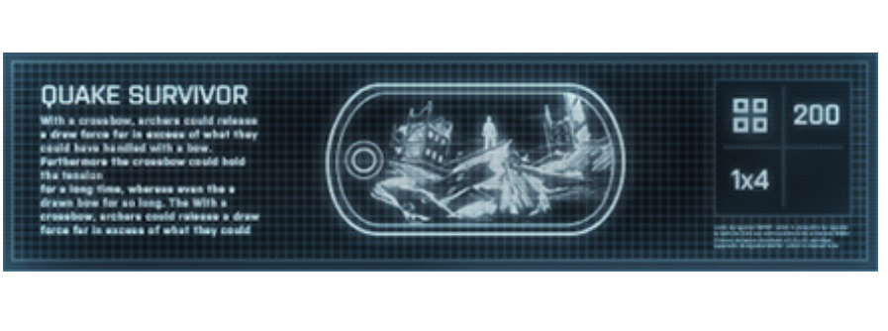


Criteria:

- Complete Archery 101 assignment.
- Total of 150 meters headshots with the Xbow.
- Get 50 kills with Xbow.

Reward:	
William Tell Dog Tag	

On Top of the Richter Scale



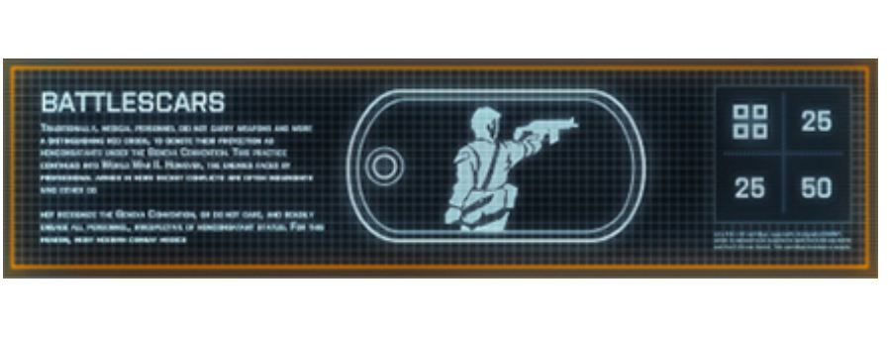
Criteria:

- Play 1 hour of Epicenter.
- Play 1 hour of Markaz Monolith.
- Play 1 hour of Talah Market.
- Play 1 hour of Azadi Palace.
- Pick up 200 weapons in Scavenger.

Reward:	
Quake Survivor Dog Tag	

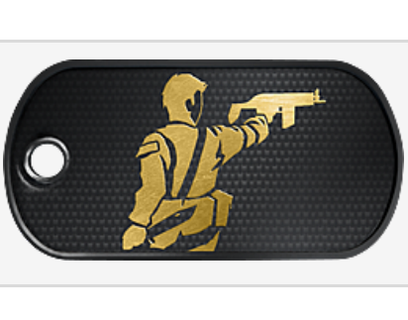
Premium Assignments: Tier 1

Battlescars

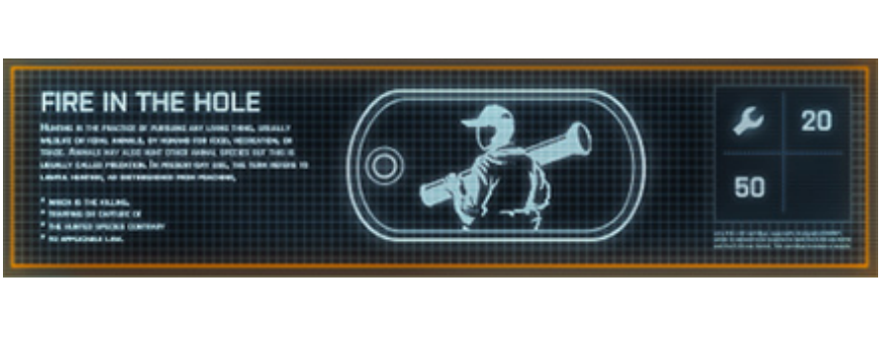


Criteria:

- Get 25 knife kills.
- Get 50 kills with the SCAR-H.
- Get 50 kills with the SCAR-L.

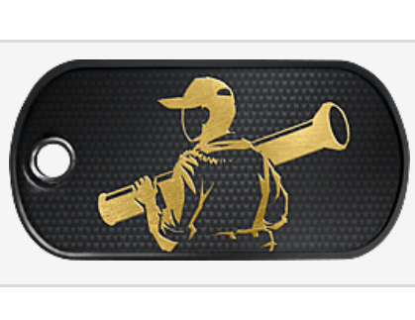
Reward:	
Battlescars Dog Tag	

Fire in the Hole!

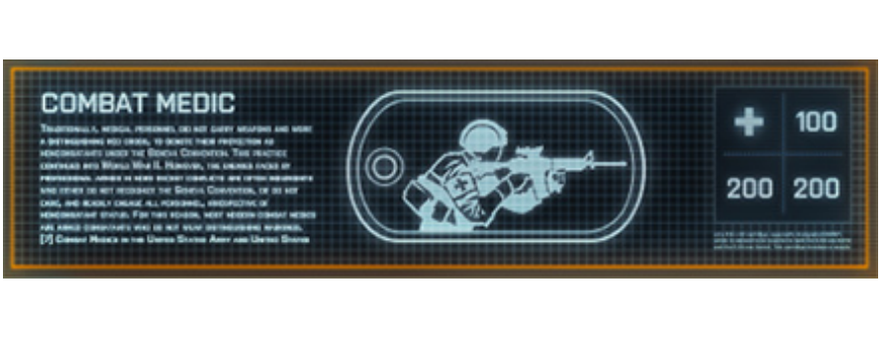


Criteria:

- Destroy 20 pieces of enemy equipment with the M67 grenade.
- Get 50 kill with the AT launchers.

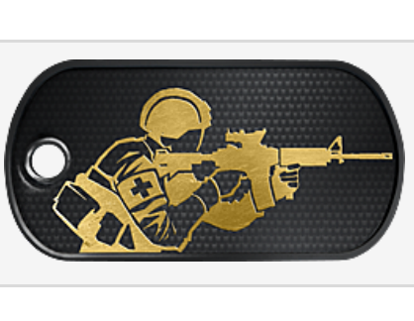
Reward:	
Fire in the Hole! Dog Tag	

Combat Medic

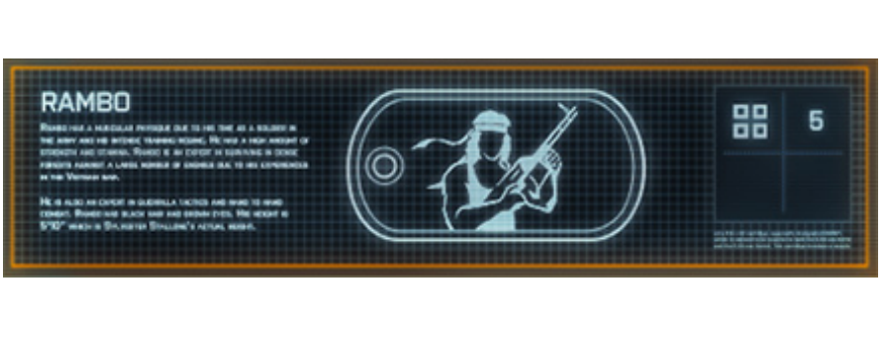


Criteria:

- Revive 100 teammates.
- Revive 100 squad mates.
- Get 200 team heals.
- Get 200 squad heals.

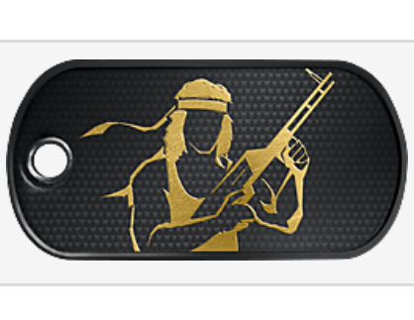
Reward:	
Combat Medic Dog Tag	

Rambo

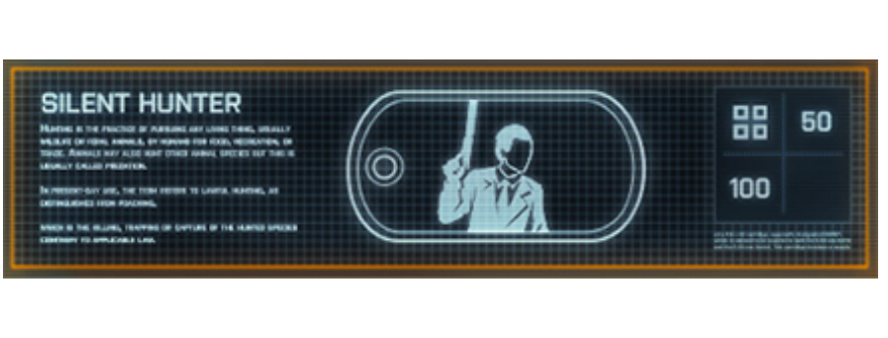


Criteria:

- Get 20 kills in one round.
- Get 10 kills without dying.
- Get 5 multi-kills.

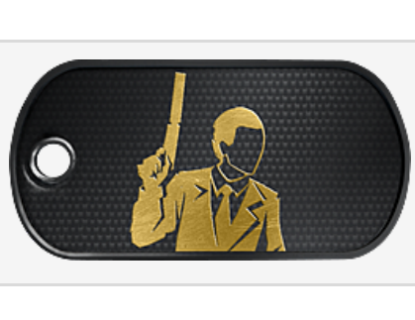
Reward:	
Rambo Dog Tag	

Silent Hunter



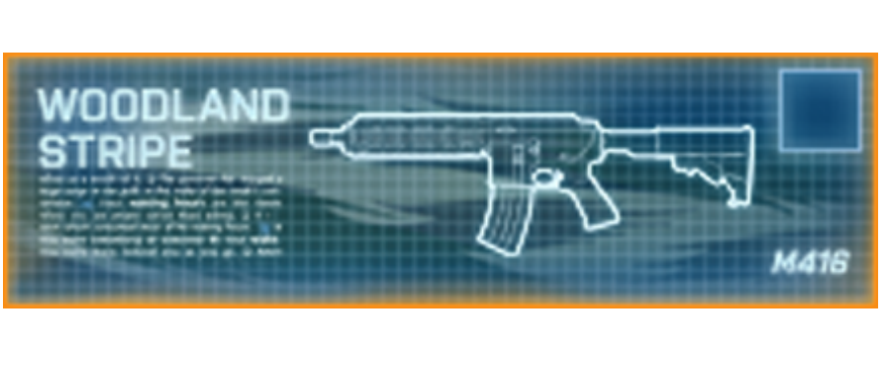
Criteria:

- Get 50 kills with silenced MP443.
- Get 100 kills with AS VAL.

Reward:	
Silent Hunter Dog Tag	

Premium Assignments: Tier 2

M416 Specialist

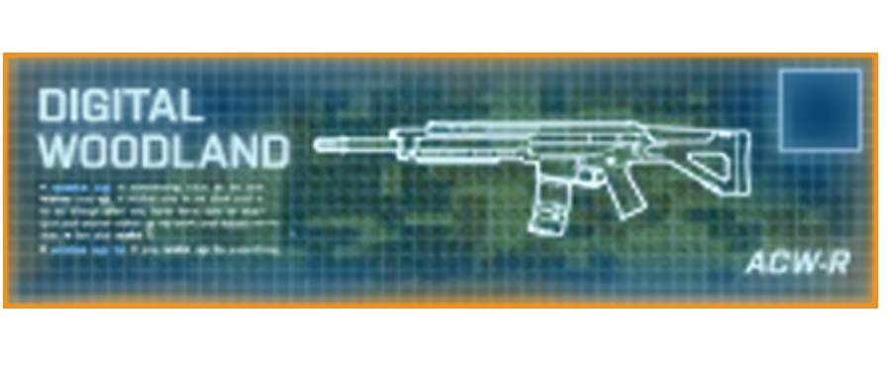


Criteria:

- Get 100 kills with the M416.
- Get 25 avenger kills.
- Get 15 Medical Efficiency Ribbons.

Reward: M416 Woodland Stripe Camo

ACW-R Specialist

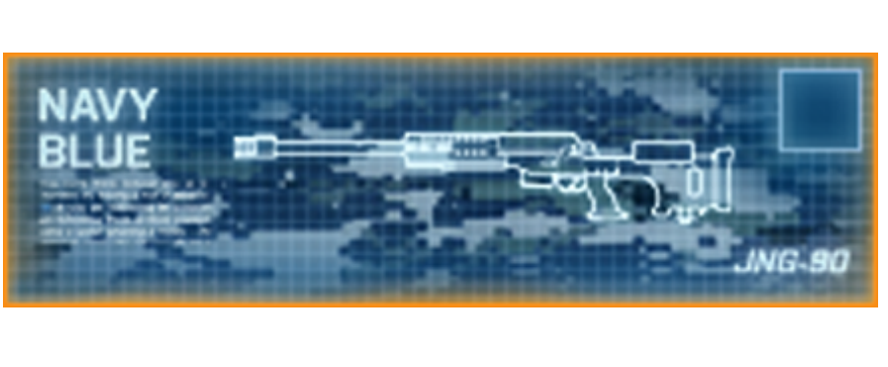


Criteria:

- Get 100 kills with the ACW-R.
- Disable 50 vehicles.
- Get 15 Carbine Ribbons.

Reward: ACW-R Digital Woodland Camo

JNG-90 Specialist

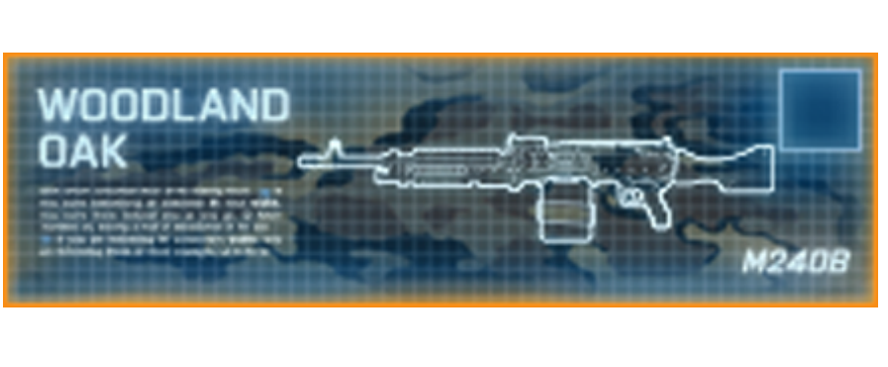


Criteria:

- Get 100 kills with the JNG-90.
- Get 50 spot assists with the T-UGS.
- Get 15 Surveillance Efficiency Ribbons.

Reward: JNG-90 Navy Blue Camo

M240B Specialist

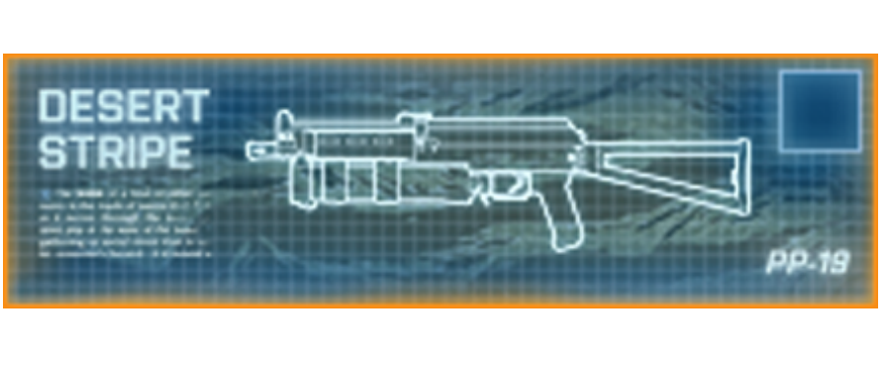


Criteria:

- Get 100 kills with the M240B.
- Resupply teammates 100 times.
- Get 15 LMG Ribbons.

Reward: M240B Woodland Oak Camo

PP-19 Specialist

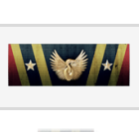


Criteria:

- Get 50 kills with the PP-19 as Assault.
- Get 50 kills with the PP-19 as Support.
- Get 50 kills with the PP-19 as Engineer.
- Get 50 kills with the PP-19 as Recon.

Reward: PP-19 Desert Stripe Camo

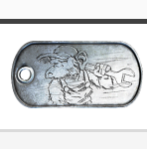
Aftermath Awards

Ribbon	Name	Criteria	Points
	Scavenger Ribbon	Finish a Scavenger round.	200
	Scavenger Winner Ribbon	Win a Scavenger round.	500
	Scavenger Medal	Obtain the Scavenger Winner Ribbon 50 times.	10000

Aftermath Dog Tags (Left)

Dog Tag	Name	Criteria
	Scavenger	Obtain Scavenger Ribbon 10 times.
	Scavenger Winner	Obtain Scavenger Winner Ribbon 10 times.
	Old School Warrior	Complete assignment Archery 101.
	Xbow Proficiency	Obtain Xbow Service Star 1.
	Xbow Scoped Proficiency	Obtain Xbow Scoped Service Star 1.

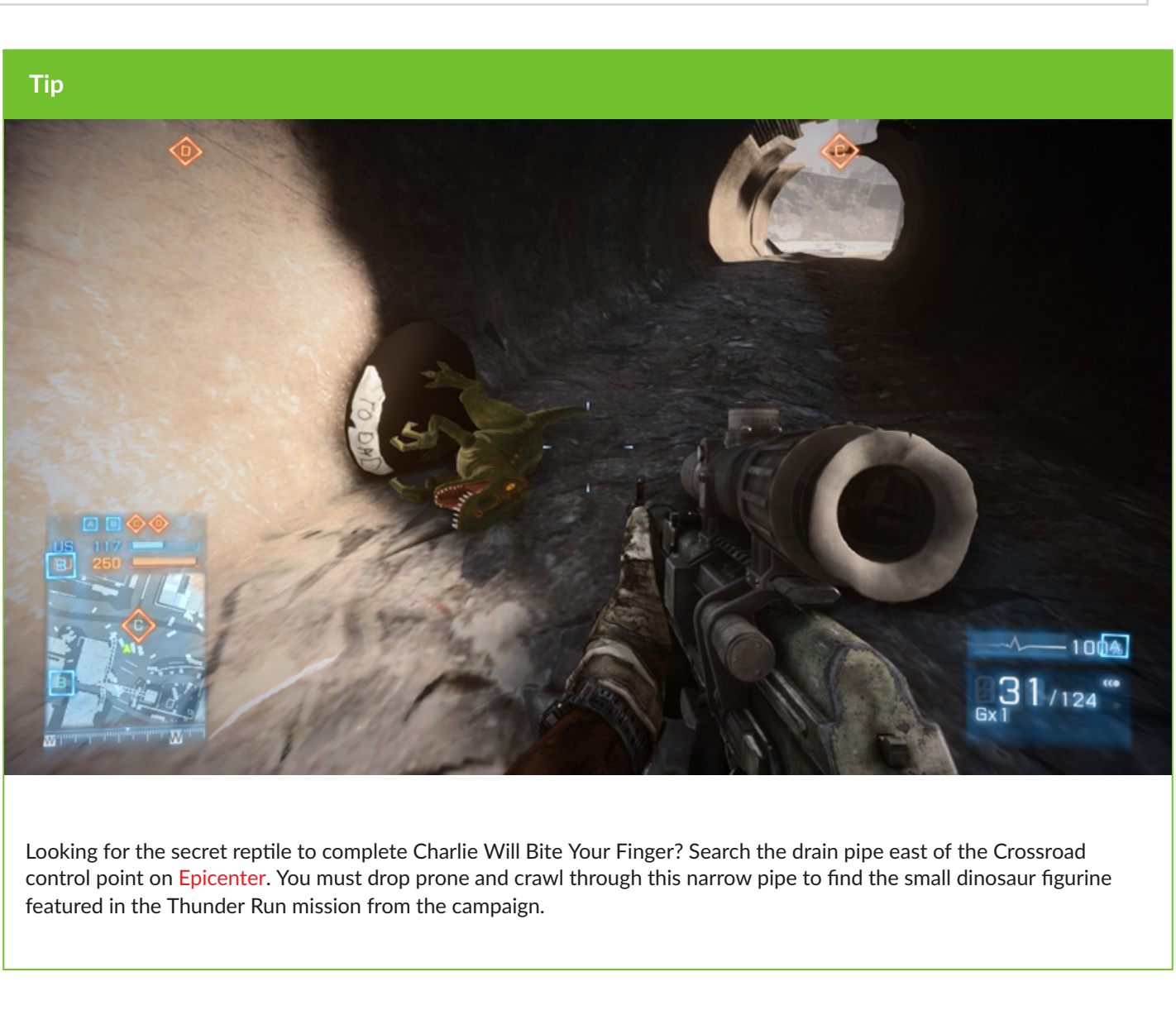
Aftermath Dog Tags (Right)

Dog Tag	Name	Criteria
	Grease Monkey	Complete assignment Riding Shotgun.
	Quake Survivor	Complete assignment On Top of the Richter Scale.
	Scavenger	Obtain Scavenger Medal one time.
	Squeezing the Trigger	Complete assignment This is My Boom Stick.
	William Tell	Complete assignment William Tell.
	Xbow Master	Obtain Xbow Service Star 5.
	Xbow Scoped Master	Obtain Xbow Scoped Service Star 5.

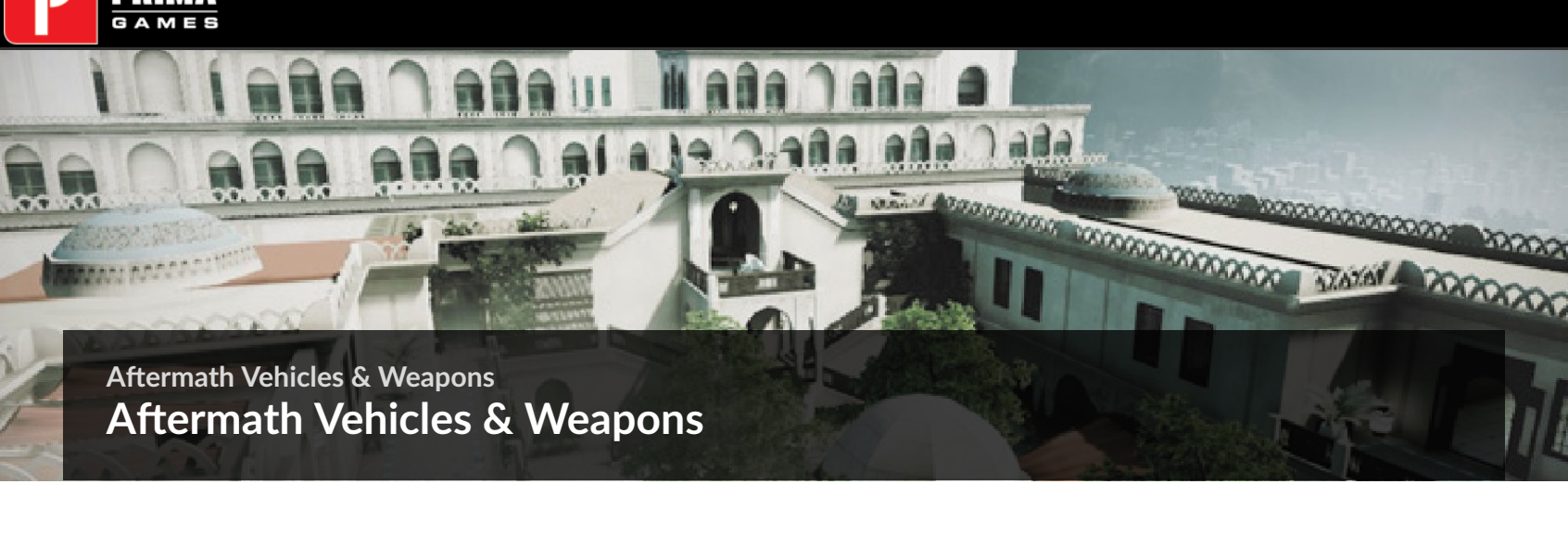
Aftermath Achievements and Trophies

Image	Name	Criteria	Gamerscore	Trophy
	Charlie Will Bite Your Finger	Find the secret reptile.	30	Silver
	Extreme Hoarder	Pick up 50 weapons in Scavenger mode.	20	Bronze
	Handyman	Unlock all Xbow parts.	20	Bronze
	Homemade Javelin	Destroy a vehicle using the Xbow.	20	Bronze
	Pockets Full of Death	Without dying, get a kill with a Xbow, primary weapon, and hand grenade.	30	Silver

Tip



Looking for the secret reptile to complete Charlie Will Bite Your Finger? Search the drain pipe east of the Crossroad control point on Epicenter. You must drop prone and crawl through this narrow pipe to find the small dinosaur figurine featured in the Thunder Run mission from the campaign.



Aftermath Vehicles & Weapons

Aftermath Vehicles & Weapons

The earthquake-ravaged landscapes in Aftermath aren't the only things that are a little worse for wear. A complete logistical breakdown has forced soldiers from both sides of the conflict to wage war with what little resources they have at their disposal. The results are some truly inventive, yet crude, implements forged from scavenged weapons, vehicles, and other miscellaneous debris. The improvised weapons and vehicles introduced in this expansion may not look pretty, but they're more than capable of getting the job done.

Xbows and Bolts

Improvised from a heavily modified M4, the Xbow is a single-shot projectile weapon, much like a bolt-action sniper rifle. The difference lies in how ammunition is handled. The crossbow fires arrow-like bolts instead of bullets. In addition to the default Standard Bolt, there are three other bolts to unlock and choose—you can only select bolts you've unlocked by completing specific assignments. Each bolt has its own characteristics that affect range and damage output. This allows you to choose the proper ammo for different tactical situations. For example, the Standard Bolt does nothing to vehicles, but the High-Explosive (HE) Bolt can inflict some serious damage to all units, including tanks. By pressing the fire mode select button, you switch bolt types on the fly—the firing mode icons are replaced by bolt type indicators while wielding the Xbow or Xbow Scoped. Unlike standard firearms, the Xbows aren't fed through magazines. Instead, bolts must be loaded manually, one at a time. As a result, the Xbows are difficult to use in chaotic close-quarter firefights. It's best to equip this weapon when engaging single, unsuspecting opponents. Each soldier can carry a maximum of 10 bolts for their Xbow. But new bolts can be acquired from the support class's ammo box or from the new ammo crates available during Scavenger mode. The best part about the Xbows is that they're available to all classes and don't occupy a weapon slot. Instead, they occupy the soldier's first gadget slot. This gives each soldier the opportunity to carry a pistol and primary weapon in addition to their Xbow. However, it also means you'll need to leave behind valuable gadgets like medic kits, rocket launchers, and ammo boxes in favor of carrying an Xbow.

Xbow Achievements and Trophies

Image	Name	Criteria	Gamerscore	Trophy
	Handyman	Unlock all Xbow parts.	20	Bronze
	Homemade Javelin	Destroy a vehicle using the Xbow.	20	Bronze
	Pockets Full of Death	Without dying, get a kill with an Xbow, primary weapon, and hand grenade.	30	Silver

Xbow

Ammo: Standard Bolt (default)

Rate of Fire: Single-Shot

Magazine Capacity: 1

Range: Short to Intermediate

Unlock: Sticks and Stones assignment

- Win 3 rounds in Scavenger

Field Notes

Of the two Xbows, this is the easiest to unlock—just keep playing Scavenger mode until your team racks up three wins. This Xbow is equipped with a KOBRA (RDS) Red Dot Sight, which allows for quick target acquisition but no magnification. When first firing this weapon, be prepared for significant bolt drop when engaging targets at a distance beyond a few meters. To compensate for the drop, aim high. The weapon also takes a long time to reload. So if you miss with your first shot, consider switching to your primary weapon to finish off the target.

Xbow Scoped

Ammo: Standard Bolt (default)

Rate of Fire: Single-Shot

Magazine Capacity: 1

Range: Intermediate to Long

Unlock: Go Play Close Quarters assignment

- Total of 150 meters headshots with sniper rifles
- Total of 150 meters headshots with assault rifles
- Total of 150 meters headshots with carbines

Field Notes

Unlocking this weapon is easier than it sounds. You must simply accrue a series of headshots with sniper rifles, assault rifles, and carbines. The distance of each headshot is applied to the 150 meter total required for each weapon—you do not need to score one 150 meter headshot with each weapon. This Xbow variant is fitted with a PKS-07 (7x) scope that makes it the perfect long-range weapon when paired with the extremely accurate Balanced Bolt. The powerful magnification of the scope makes the weapon difficult to use in close quarters, so reserve this Xbow for those impressive long-range kills.

Service Stars

Like all weapons, you earn a service star for every 100 kills you score with the Xbow or Xbow Scoped. A maximum of 100 service stars can be earned for each weapon.

Bolts

Bolts are smaller and heavier than arrows fired by bows. They use similar ballistics as bullets, but travel slightly slower. Cumbersome to load and slow in travel, bolts make up for their drawbacks by packing some serious power. As long as a target is within optimal range, scoring a center mass hit or headshot with a bolt is almost always lethal.

Standard Bolt

Damage: Medium

Range: Short to Intermediate

Unlock: Default ammo for Xbow and Xbow Scoped

Field Notes

The Standard Bolt is immediately available upon unlocking the Xbow or Xbow Scoped weapons. Fitted with a barbed tip, this bolt experiences significant drop over distance, even when engaging targets within 25 meters. To compensate for range, aim high. Although its accuracy leaves much to be desired, the Standard Bolt hits with a lot of force, often killing opponents with a single hit.

Scan Bolt

Damage: Medium

Range: Short to Intermediate

Unlock: It Is OK To Thank Me assignment

- Get 20 spot assists
- Designate 10 vehicles
- Get 1 designated assist

Field Notes

The Scan Bolt combines the lethality of the Standard Bolt with the reconnaissance benefits of a T-UGS motion sensor. It displays enemy movement on the minimaps of your teammates. Unlocking this bolt is fairly straightforward, but it helps to have access to the recon class's SOFLAM to designate vehicles and get a designated assist. If you don't have the SOFLAM yet, you can laser-designate vehicles from the third seat in a tank equipped with the CITV Station gadget or by using a helicopter's Laser Painter pilot upgrade. Once unlocked, fire this bolt into high-traffic areas to help direct your teammates toward opponents—this is a great way to score some Motion Sensor Assists. The bolt is also lethal when fired directly at an opponent. The motion sensor will continue detecting enemy movement at the spot where your victim fell.

HE Bolt

Damage: High

Range: Short

Unlock: A Good Demo Man assignment

- Get 5 kills with hand grenades
- Get 5 kills with underslung grenades
- Get 5 kills with C4

Field Notes

To unlock this devastating bolt you must first score a few kills with a variety of explosive weapons. The HE Bolt is a modified Standard Bolt with a small C4 charge taped to the tip. Due to the extra weight on the tip, the bolt flies only a few meters before dropping to the ground and exploding on impact. Due to the extreme bolt drop, always aim high, just as you would when firing a grenade launcher—but aim even higher. The C4 charge exhibits minimal splash damage, but inflicts massive damage when scoring a direct hit, particularly against infantry. In a pinch, this bolt can also damage vehicles, including tanks. But the HE Bolt does significantly less damage than an engineer's rocket launcher or a standard C4 charge carried by support troops. Still, for classes with no anti-vehicle capability, it's a nice addition.

Balanced Bolt

Damage: Medium

Range: Long

Unlock: Stay Away From My Tent assignment

- Get 50 kills with sniper rifles
- Get 10 headshot kills with sidearm

Field Notes

The Xbows reach their full potential with this highly accurate, long-range bolt. But before you can load one of these bad boys, you must unlock it by scoring several headshots with sniper rifles and pistols. Once the Balanced Bolt is available, try it out against a distant target. Unlike the other bolts, the Balanced Bolt experiences very little drop, even when engaging targets beyond 50 meters. Aim directly at your target to score a hit. Pair this bolt with the Xbow Scoped to take advantage of the magnification offered by the PKS-07 (7x) scope. The powerful scope makes it much easier to score lethal headshots from any range.

Xbow-Related Assignments

Sticks and Stones

Criteria:

- Win 3 rounds in Scavenger.

Reward:	
Xbow	

Go Play Close Quarters

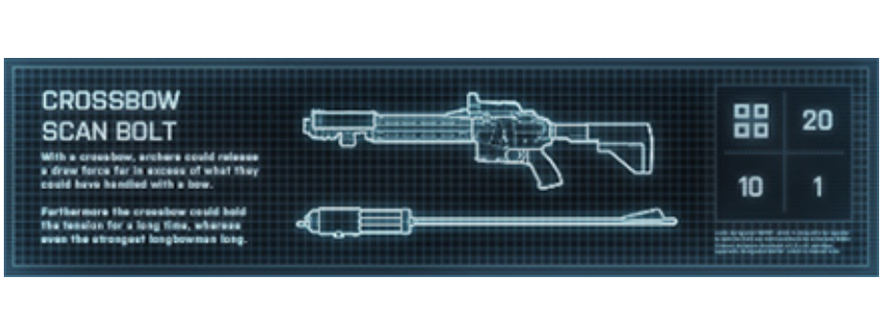
RIFLE SCOPED CROSSBOW
150
150
150

Criteria:

- Total of 150 meters headshots with sniper rifles.
- Total of 150 meters headshots with assault rifles.
- Total of 150 meters headshots with carbines.

Reward:	
Xbow Scoped	

It Is OK To Thank Me

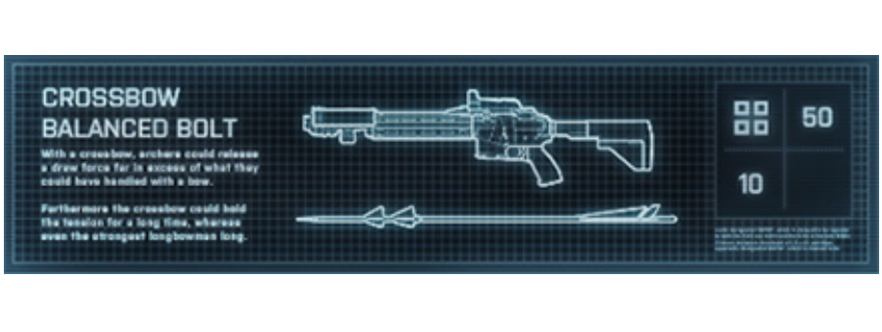


Criteria:

- Complete Sticks and Stones assignment.
- Get 20 spot assists.
- Designate 10 vehicles.
- Get 1 designated assist.

Reward:	
Scan Bolt	

Stay Away From My Tent

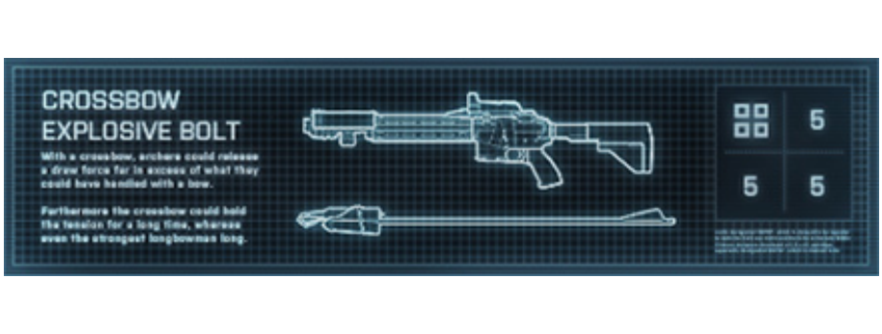


Criteria:

- Complete Sticks and Stones assignment.
- Get 50 kills with sniper rifles.
- Get 10 headshot kills with sidearm.

Reward:	
Balanced Bolt	

A Good Demo Man



Criteria:

- Complete Sticks and Stones assignment.
- Get 5 kills with hand grenades.
- Get 5 kills with underslung grenades.
- Get 5 kills with C4.

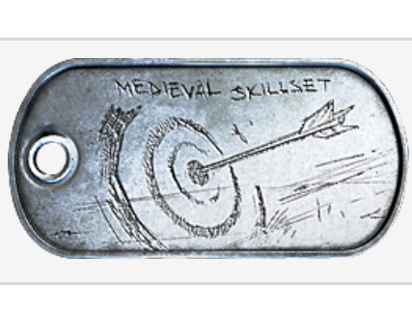
Reward:	
HE Bolt	

Archery 101

OLD SCHOOL WARRIOR
5

Criteria:

- Get 5 Xbow kills.

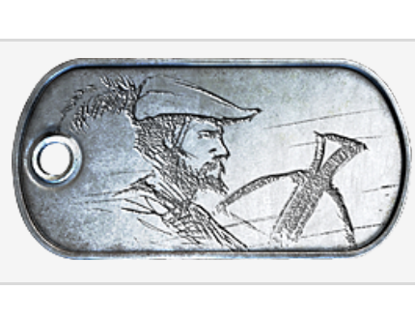
Reward:	
Old School Warrior Dog Tag	

William Tell

WILLIAM TELL
150
50

Criteria:

- Complete Archery 101 assignment.
- Total of 150 meters headshots with the Xbow.
- Get 50 kills with Xbow.

Reward:	
William Tell Dog Tag	

Light Vehicles

The Aftermath expansion adds three new light vehicles. These heavily modified transports are the fastest land vehicles available on the new maps, useful for rushing control points and M-COM stations at the start of a battle. But their light armor and exposed positions make them death traps if they are driven into heavy action. Most explosive munitions can disable these vehicles with one hit, potentially killing the driver and passengers. Their greatest defensive asset is their speed and off-road capability. To ensure survival, use these vehicles to traverse terrain on a map's periphery and stay away from heated battles near control points and M-COM stations. Although these vehicles can attain high speeds on roads, most roads are traveled by larger and more deadly vehicles like tanks and IFVs. When possible, stay off-road and out of sight. Such tactics are essential when staging raids on distant enemy-held control points or M-COM stations. There are no vehicle unlocks or loadout options for these vehicles.

Rhino

- Nationality: US and RU
- Description: Modified van with remote turret and open passenger seats.

Vehicle Performance

Speed	☐🟨☐☐☐
Armor	☐🟨☐☐☐
Firepower	☐☐☐☐☐

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	HMG .50
2	Passenger	Troop Kit
3	Passenger	Troop Kit
4	Passenger	Troop Kit

Field Notes

The Rhino is a heavily modified civilian van that is available to both teams. The remote heavy machine gun turret on top of the van is controlled by the driver, so it's got the feel of driving an IFV or tank. With sheets of metal welded over the most of the van's front windows, the driver operates the vehicle from the turret's camera view. In addition to the HMG turret, the Rhino has four passenger positions, which allows troops to fire their own weapons from the side and rear windows. The open windows provide some cover as well as a good view of the vehicle's periphery, which is ideal for targeting enemy support soldiers hoping to slap a C4 charge to the side of the vehicle.

Tip

An engineer riding in the Rhino can repair the vehicle from the passenger seat. Simply aim the Repair Tool at a piece of the vehicle's interior to perform repairs while on the go. When an engineer, assault, and support soldier fill the passenger seats, the Rhino can be a force to reckon with. While the engineer repairs and fires rockets, the assault soldier can heal and revive the other passengers when not firing their assault rifle or grenade launcher. Meanwhile, the support soldier can drop an ammo box inside the vehicle to keep the rest of the squad supplied while occasionally tossing C4 charges or mines out the back of the vehicle to take out any pursuers.

Phoenix

- Nationality: US
- Description: Modified armored jeep with grenade launcher and HMG.

Vehicle Performance

Speed	☐🟨☐☐☐
Armor	☐🟨☐☐☐
Firepower	☐🟨☐☐☐

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	None
2	Gunner	HMG .50
3	Grenadier	Grenade Launcher

Field Notes

The Phoenix is a modified M1114 HMMWV fitted with two roof-mounted turrets. The turret on the back is equipped with an automatic grenade launcher that is ideal for targeting groups of enemy infantry—the weapon can rapidly fire up to nine grenades before it must be reloaded. The grenade launcher turret can rotate only 180 degrees, so it's best if the vehicle is facing the target. A heavy machine gun is attached to the front turret, This turret can rotate a full 360 degrees, but the rear grenade launcher turret blocks its view when facing the vehicle's rear. With no adequate weapon coverage from behind, the Phoenix is extremely vulnerable to flanking attacks. So stay on the move to avoid getting C4 stuck to the back of your ride.

Barsuk

- Nationality: RU
- Description: Modified armored jeep with grenade launcher and HMG.

Vehicle Performance

Speed	☐🟨☐☐☐
Armor	☐🟨☐☐☐
Firepower	☐🟨☐☐☐

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	None
2	Gunner	HMG .50
3	Grenadier	Grenade Launcher

Field Notes

This modified GAZ-3937 Vodnik performs similarly to the Phoenix. However, the turret positions are reversed: the grenade launcher is on the front, and the heavy machine gun is on the back. While the front-mounted grenade launcher can rotate only 180 degrees, the rear-mounted machine gun can traverse a full 360 degrees. This allows the gunner on the back the ability to engage targets in all directions. Since the machine gun is mounted slightly higher than the grenade launcher turret, visibility is unobstructed when engaging targets straight ahead as well. Given the improved visibility of the rear gunner, the Barsuk is harder to sneak up on from the rear—or any direction for that matter. Structurally, the Barsuk has a slightly higher profile than the Phoenix, therefore it is a bit unstable on uneven terrain. Watch your speed when turning, otherwise you may inadvertently roll the vehicle onto its side.

Caution

The turret positions atop the Phoenix and Barsuk are completely exposed, leaving the weapon operators vulnerable to incoming fire. To avoid getting sniped, stay on the move when moving through enemy-controlled territory.

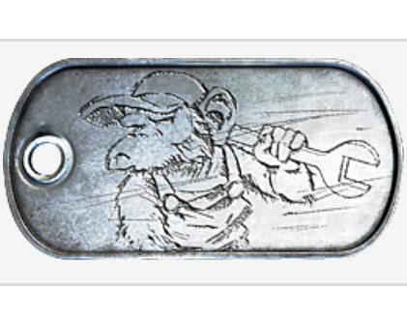
Light Vehicle-Related Assignments

Riding Shotgun

GREASE MONKEY
5
5
5

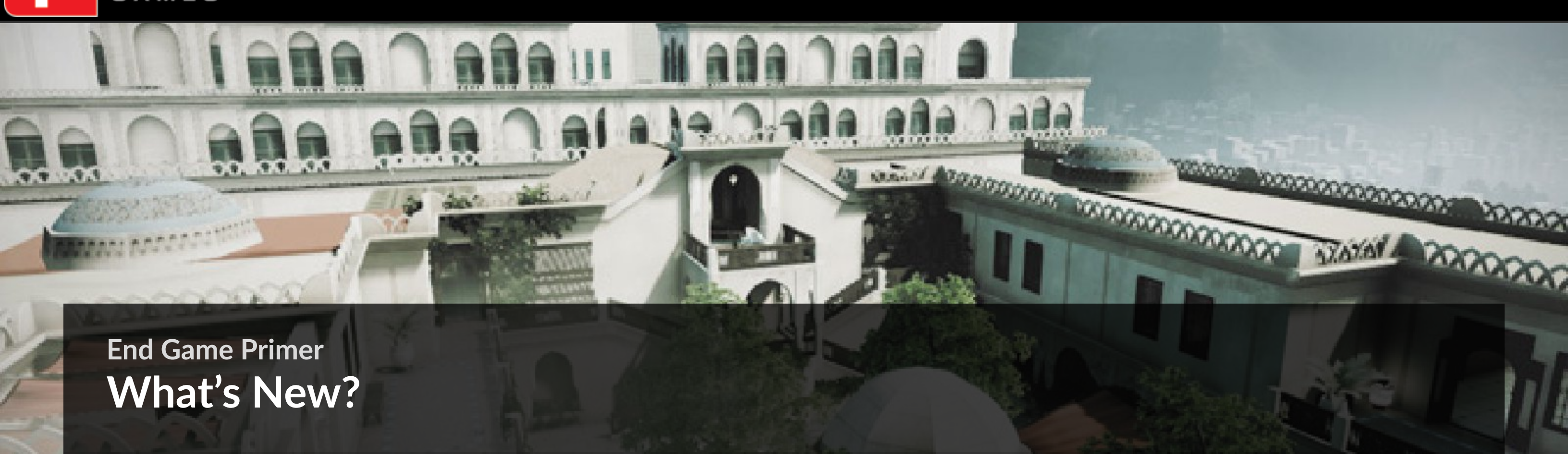
Criteria:

- Get 5 kills in the Phoenix.
- Get 5 kills in the Barsuk.
- Get 5 kills in the Rhino.

Reward:	
Grease Monkey Dog Tag	

Light Vehicle Tips

- Park a Rhino near a control point, loaded with C4. Use the Rhino to bait enemies in, then detonate the C4 once they're close enough.
- Avoid prolonged solo use of the Rhino, as it is prone to being disabled or destroyed if proactive repairs are not made.
- While driving the Rhino, avoid tanks and IFVs at all costs because they will quickly destroy the vehicle with one or two direct cannon rounds.
- The best method to keep this murder bus in operation is to have passengers repairing the vehicle as it comes under fire. While sitting in the passenger seat you are also able to drop ammo boxes and medic kits, in turn, healing and resupplying the occupants of the vehicle.
- The Rhino has little to no cover, which means that occupants are exposed to incoming fire. But in contrast, these openings also give a clear view of anyone attempting to plant C4 on the vehicle.
- The Rhino is also great for getting through tight spaces, so don't be afraid to lose a tank by turning down a small alley. Driving through narrow openings also lends itself well to getting across a map quickly to flank control points during Conquest matches.
- In light engagements, the Phoenix and Barsuk are useful as a stationary turrets. Just be sure that an escape route is already available in the event that the fire-fight escalates.
- The Phoenix and Barsuk are highly effective patrol vehicles. Make use of their speed and firepower to control objectives and choke points.



End Game Primer

What's New?

What's New?

The Battlefield 3: End Game expansion pack brings frenetic action back to the battlefield, bringing to the fray four new maps, three new vehicles, and two new game modes, as well as the addition of the dropship (a variant of the AC130 presented in Armored Kill) with the ability to deploy IFVs in the field. Let's take a moment to observe these new features and their significance in the battlefield.

New Maps

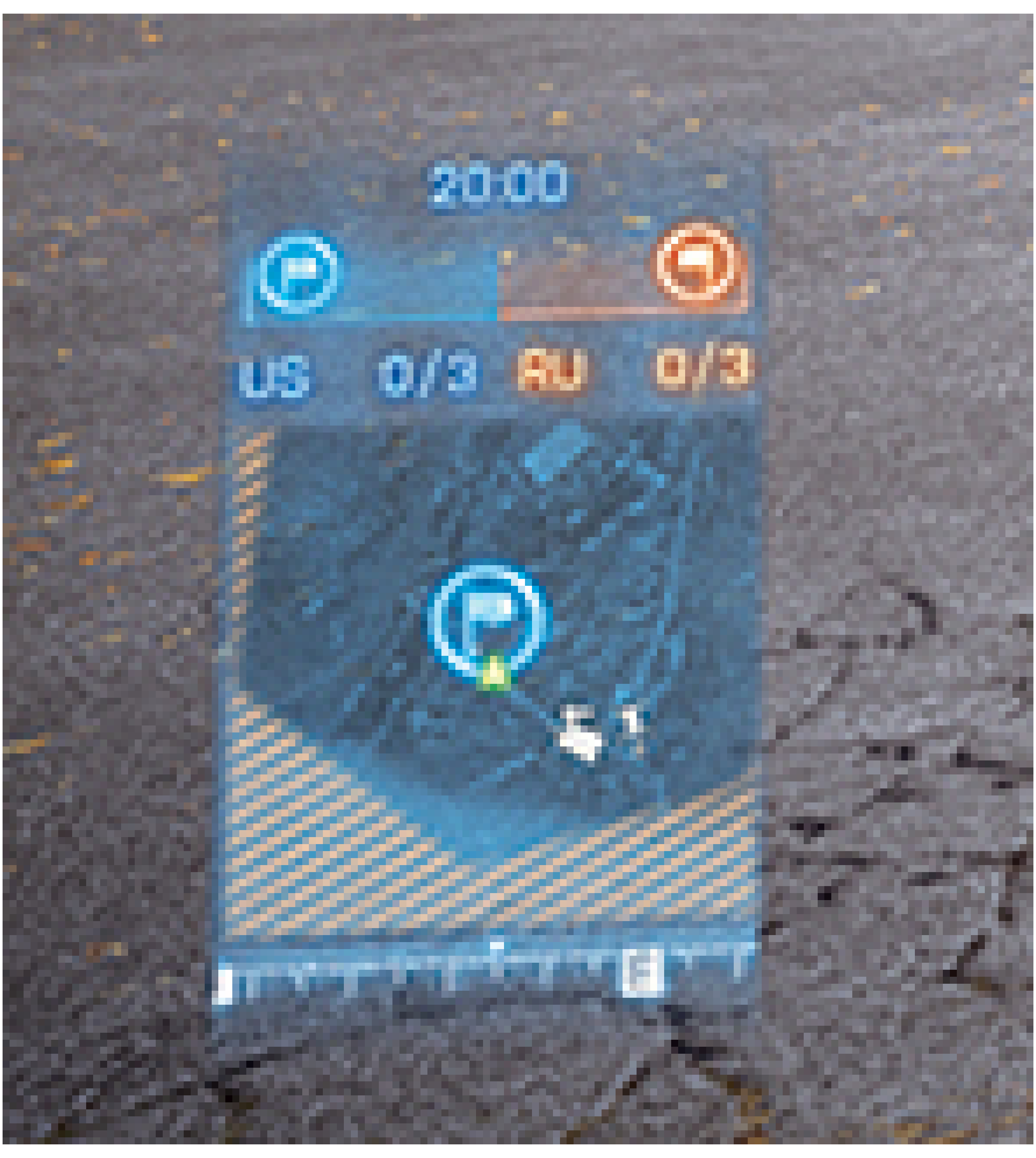
Intense and frenzied combat has always been a staple of the Battlefield experience and the four new maps found in End Game certainly guarantee that. These new theaters of operation vary from dusty and sun-parched farmland—complete with a dilapidated warehouse and stables—to a snowy, mountainous landscape that a large oil refinery calls home. While these new environments are perfectly suited to armored combat, these maps really shine when you make use of the newest addition to the motor pool: dirtbikes. Strewn throughout the maps are plenty of opportunities to use these swift, maneuverable vehicles, including makeshift ramps that can be used to set up an ambush on unsuspecting hostiles or to make a quick escape, should you find yourself staring down the cannon of a tank. In the Multiplayer Maps chapter, recon regarding each of these maps, as well as their key strategic elements and objectives that can turn the tide of a battle are covered in detail.

Air Superiority

Originally introduced as a game mode in Battlefield 1943, End Game presents the return of large-scale air combat. In Air Superiority, two teams of twelve with only jets at their disposal battle for control of three objectives. These objectives, in the form of indestructible white airships, remain stationary at varied elevations over the map. Once a team holds a majority of the objectives, the opposing team will begin to lose tickets until one of the teams has been depleted of them. Another way to deplete the number of tickets held by an opposing team is to earn kills by shooting down hostile aircraft, as each kill depletes the enemy tickets by one. Objectives are captured in the same manner as a flag while in conquest, except that their capture range is a 230 meter radius surrounding the airship. Establishing wingmen and maintaining contact with them is essential to the capture and control of objectives, as well as preventing deaths at the hands of the enemy. In contrast to the Air Superiority mode previously presented in Battlefield 1943, this time around players spawn into their vehicles while airborne, with no ability to escape from the cockpit due to an ejection seat malfunction. This malfunction ups the ante significantly, as the only hope of repairing a vehicle is through the use of an extinguisher. Preparation of an efficient loadout and teamwork is vital in surviving these fast-paced dogfights.

Capture the Flag

End Game sees the return of another classic game mode, Capture the Flag. Taking place on versions of the maps with tighter boundaries and bases that both teams can access, the objective of this game mode is to acquire the enemy's flag, which is located at their base, and deliver it to your own. The first team to successfully capture three enemy flags, or that has captured the highest number of flags, when the timer runs out wins the round. In the event that both teams have captured an equal number of flags when the timer runs out, the highest cumulative score of each team will be compared, and the highest scoring team is the victor. In the rare occasion that both teams' score is equal when the timer runs out, the victory will be given to the US team by default.



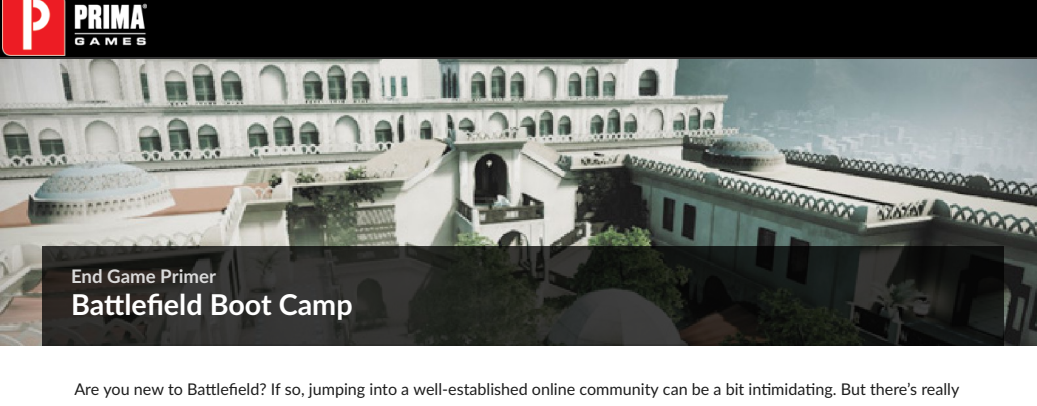
To keep track of the mayhem, displayed above the minimap is a timer, indicating the remaining time for the round, as well as a count of how many flags are held by each team. Another important element displayed above the minimap is a flag gauge; this gauge indicates the distance a flag is from its home or enemy base. Vehicles play an important role in capturing and defending flags. Both teams begin each round with a tank, an anti-aircraft vehicle, a helicopter, and dirtbikes, with additional vehicles located within a centralized location on the map. Despite having this assortment of vehicles, players must exit them to capture a flag, and the same is true when delivering an opposing team's flag to your base. Once captured, the flag can then be taken into a vehicle to quickly return it to your own base. Keeping this in mind, having a helicopter within the area to pick up a flag carrier greatly assists in the capture of an enemy flag. Should this be the method that the enemy is using against you, be sure to make use of the anti-aircraft vehicles to keep enemy helicopters at bay. If a flag carrier is killed, the flag will remain in the position on the map where the soldier fell for a brief period or until it is reclaimed by a friendly or opposing team's soldier. Should the former happen the flag will then return to its base.

Anti-Aircraft Vehicles

The ASRAD and Vodnik AA are armored jeeps that have been outfitted with anti-aircraft cannons. Both of these vehicles can carry up to four persons, including the driver. One of the vehicle seats places the passenger in command of the roof-mounted cannon that fires a lockable, short-range rocket that makes quick work of any aircraft—including the dropship. Should the vehicle be attacked by ground forces, the roof-mounted cannon can fire unguided shells to make quick work of foes. These vehicles are maneuverable, but not the fastest or most armored, so avoid engaging in a direct firefight with attack helicopters and tanks. Aside from their efficient firepower, these vehicles are useful for transporting troops around the battlefield.

Dirtbikes

An exciting addition to the battlefield this time around are dirtbikes. These nimble and easily underestimated vehicles are perfectly suited for navigating the terrain of the new End Game maps. While not armored or equipped with weapons, the ability to sit two people per dirtbike makes them excellent in the placement of mines or C4 while in motion. With none of the other vehicles able to match their speed, these are very useful for scouting or dropping off recon squad mates at their favorite sniper perches before the enemy has the chance to encamp at an objective.

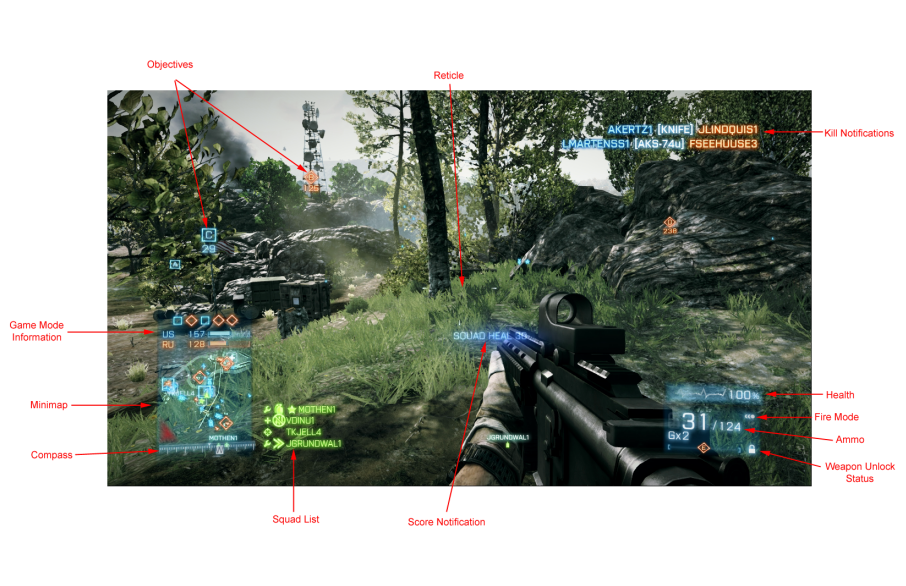


End Game Primer

Battlefield Boot Camp

Are you new to Battlefield? If so, jumping into a well-established online community can be a bit intimidating. But there's really nothing to fear. Regardless of your experience or skill level, there is a role for everyone in Battlefield. In fact, this is one of the only online shooters where you can post a big score without even firing a single bullet. In this section, we cover basic gameplay mechanics and offer some helpful tips to assist you during your online career.

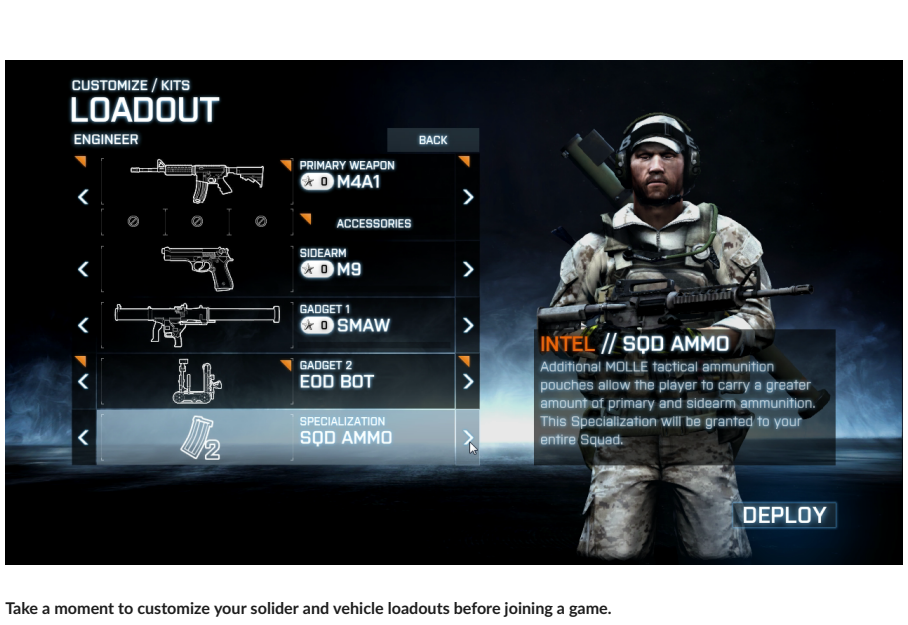
Interface



The heads-up display, or HUD, is the way that vital information is displayed on your screen. None of the items on your HUD are there for aesthetics. They are there to help you accomplish your objectives and keep you alive. Here's a brief explanation of every item on the HUD.

- **Reticle:** The reticle is the aiming point for your selected weapon and is always located in the center of the screen. To hit a target, place the reticle over it and fire. The reticle makes changes based on the weapon you're using. When firing at an enemy, watch for diagonal lines flashing around the perimeter of the reticle. This bloom animation means you are hitting the target. This is especially useful when making long-range shots.
- **Minimap:** Located in the screen's bottom left corner, the minimap provides a top-down, 360-degree view of the environment through which you are moving. The minimap rotates as you change direction so that the top of the minimap is always the direction you are currently facing. In addition to showing the terrain, the minimap also shows the location of all detected enemies as red triangles or red vehicle icons. Teammates show up as blue icons while squad members are green. Empty vehicles are represented by white icons.
- It is a good idea to constantly refer to the minimap to keep track of all detected enemies. Even if you can't see them visually, the minimap lets you know where they are located, whether behind a hill or inside a building. Finally, red and blue diamond icons show you the location of objectives—these same objective icons also appear on the HUD. The color of the ground on the minimap also has meaning. The red shaded terrain is out of bounds. If you move into this area, you have 10 seconds to get back on the map or else you will die.
- Compass: The compass is located just beneath the minimap and shows the direction you're currently facing.
- Game Mode Information: The icons and meters above the minimap relate to the current game mode. The diamond-shaped icons represent control points in Conquest mode and M-COM stations in Rush mode. The two meters below these icons track how many tickets each team has.
- Objectives: The square and diamond-shaped icons on the HUD represent objectives. Blue square icons are held by your team while red diamond icons are held by the opposing team. Beneath each of these icons is a number showing the distance to each objective in meters.
- Health: By default, your health is at 100 percent. But if you take damage, your health will drop. If it reaches 0, you die. You can slowly regenerate health by staying behind cover and avoiding injury. But the fastest way to heal is with a medic kit dropped by an assault player. Stand (or lay) close to a medic kit to rapidly restore your health.
- Ammo: The ammo count box in located in the screen's bottom right corner. Your ammo is represented by three numbers. The large number to the left indicates how many rounds you currently have loaded in the weapon's magazine. The small number to the right is the amount of ammo available in unloaded magazines. As you reload your weapon, the number on the right decreases as the number on the left increases up to the maximum amount the weapon's magazine can hold. The third number, below the ammo reserves, represents how many grenades you have.
- Fire Mode: This icon represents the selected fire mode of you weapon. Some weapons allow you to switch fire modes, choosing from single shot, automatic, and burst modes.
- Weapon Unlock Status: This status bar represents how close you are to the next unlock for the selected weapon. The more enemies you kill with a specific weapon, the more accessories you unlock.
- Kill Notifications: The text in the screen's top right corner reports recent deaths, showing who killed who and with what weapon or vehicle.
- Score Notification: Every time you earn points, text appears in the middle of the screen describing what action you're being rewarded for and how many points you gain.
- Squad List: Shown in green text on the right side of the minimap, the squad list shows every member of your squad as well as the kit and specialization they currently have equipped. The squad leader appears at the top of the list with a star icon next to their name.

Loadout Customization

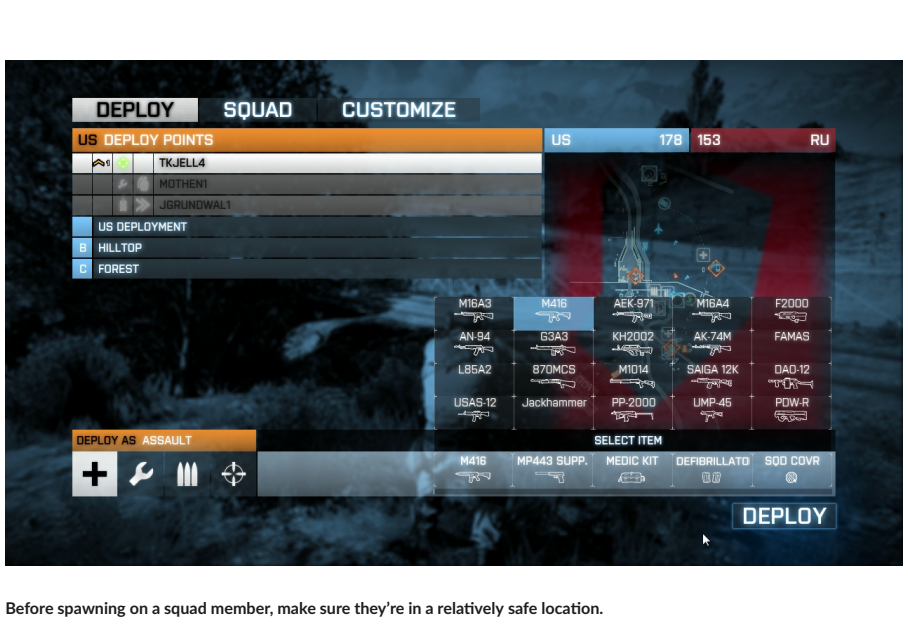


Additional MOLLE tactical ammunition pouches allow the player to carry a greater amount of primary and sidearm ammunition. This Specialization will be granted to your entire Squad.

Take a moment to customize your solider and vehicle loadouts before joining a game.

While veteran Battlefield players are accustomed to being rewarded with new weapons and gear as they progress through their multiplayer career, there have never been so many customization options available. Each class, weapon, and vehicle has its own unlock progression, allowing you to unlock a variety of upgrades, accessories, gadgets, and specializations. When choosing your soldier's loadout, you can choose a primary weapon, a sidearm, up to two gadgets, and a specialization. Taking customization deeper, each primary weapon can be outfitted with a scope and with primary and secondary attachments. You can even choose loadouts for vehicles, selecting from a mix of unlocked upgrades, gadgets, and weapons. The more you play, the more unlocks you acquire. So don't forget to visit the Loadout screen to make adjustments that best fit your play style and the current needs of your team.

Spawn Screen



Before spawning on a squad member, make sure they're in a relatively safe location.

When you first join a game, the Spawn screen is where it all begins. Before immediately jumping into the game, take a few seconds to choose your class and gear. It's possible to switch primary weapons from the Spawn screen, but if you want to make more adjustments to your kit, choose the Customize option. This opens a new screen, allowing you to select different sidearms, gadgets, and specializations. You can also customize your primary weapon with accessories you've unlocked.

Once you're finished adjusting your loadout, return to the Spawn screen and figure out where you want to join the fight. If you're in a squad, you can spawn on any living squad member. Or if a recon squad member has deployed a radio beacon, you can spawn at its location. Depending on the game mode, there are also bases, deployment areas, and control points at which you can spawn. New to Battlefield 3 are jets and helicopters. If one of these is available, you can spawn directly into the pilot's seat of these idle aircraft. U.S. troops can also spawn directly into the AAV-7A1 AMTRAC, an armored vehicle that serves as a mobile spawn point.

As you can see, the spawning options are numerous. In most instances you should spawn on or close to your squad so you can provide support. But if your squad is in a tense firefight, sometimes it's safest to spawn at a less dangerous location; otherwise you may get killed as soon as you spawn into the game.

Movement Fundamentals

Sprinting is essential at the beginning of a match as players race to capture and defend key locations.

Moving your soldier around the battlefield is simple, especially if you've played the earlier installments or other first-person shooters. When standing, your soldier jogs at a moderate pace, ideal for getting around areas where threats are minimal. While crouched, you move slower, and while prone your movement is literally reduced to a crawl. However, since you are lower, you make a smaller target for the enemy to hit, and you can more easily duck behind cover. When advancing against an enemy position, it is best to move while crouched or prone, as it is harder for the enemy to detect you. These lower stances also cause the reticle to tighten up, indicating an increase in weapon accuracy. So make a habit of dropping to a knee or down on your belly before firing a shot.

At times, it is better to move fast by sprinting. You can't use weapons or equipment while sprinting, but you are much more difficult for the enemy to hit. Sprint when you have to move from one position of cover to another in an open area. But never sprint in tight confined spaces where you're likely to face enemy troops. If you encounter an enemy at close range while sprinting, chances are you won't have time to stop and aim your weapon, giving the enemy a huge advantage.

Caution

Some maps feature deep bodies of water, allowing you to swim. Avoid swimming at all costs. While in the water, you can't access your weapons, making you a sitting duck.

Parachutes

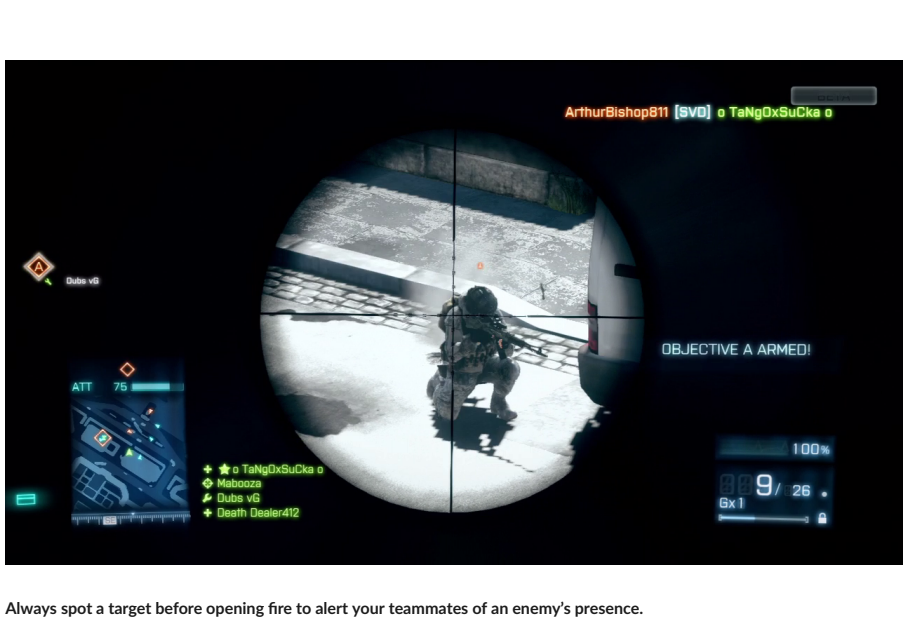
If you bail out of a plane or helicopter, make sure you do so within the map's boundary.

Whether jumping out of a damaged aircraft of hopping off a tall building, you can avoid cratering into the ground by deploying your parachute. While in free fall, press the Jump button/key once to open your parachute. You can slightly steer the parachute with standard movement inputs. But don't expect to travel great distances in your parachute, as the descent is rapid. It's possible to fire your weapons during the descent, but your accuracy is greatly diminished. If you're descending directly over an enemy position, consider dropping grenades—just make sure they explode before you reach the ground. But the longer you're in the air, the more attention you're likely to attract. For this reason, free-fall as long as possible and open the parachute just before you reach the ground. This is a great way to sneak into enemy-held territory.

Combat

While moving about the battlefield is a major part of gameplay, the sole purpose of movement is to get into a position where you can use your weapons to engage and eliminate the enemy. You have access to different types of weapons. However, the controls for using these weapons are fairly common.

Spotting Targets

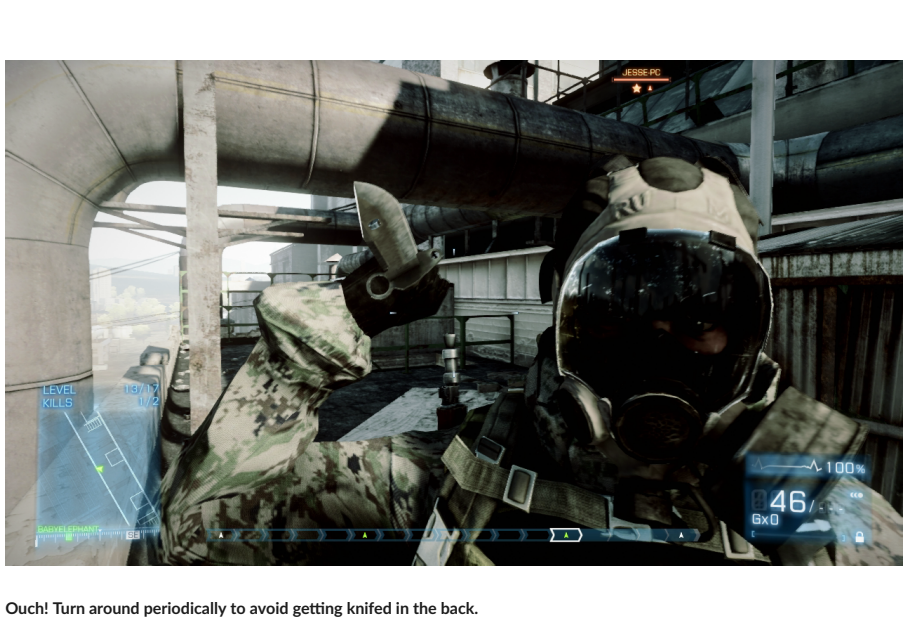


Always spot a target before opening fire to alert your teammates of an enemy's presence.

Before you attack your first enemy, you must first learn how to spot them. When you have an enemy player or vehicle in your sight, press the Spot button/key to highlight it for your team. This places a red icon on the HUD and minimap, showing your entire team where the enemy unit is located. Enemy infantry show up as red triangle icons while vehicles are represented by red vehicle icons. Targets remain spotted for only about five seconds, but that's usually more than enough time for your team to notice the threat.

Also, once the icon disappears, you can spot the target again as long as you've maintained a line of sight. If a teammate kills the target you tagged, you earn a Spot Bonus worth 10 points. So consider playing as recon with a high-powered scope and simply spot enemy units for your team. Even if you don't fire a shot, you can still rack up a decent score.

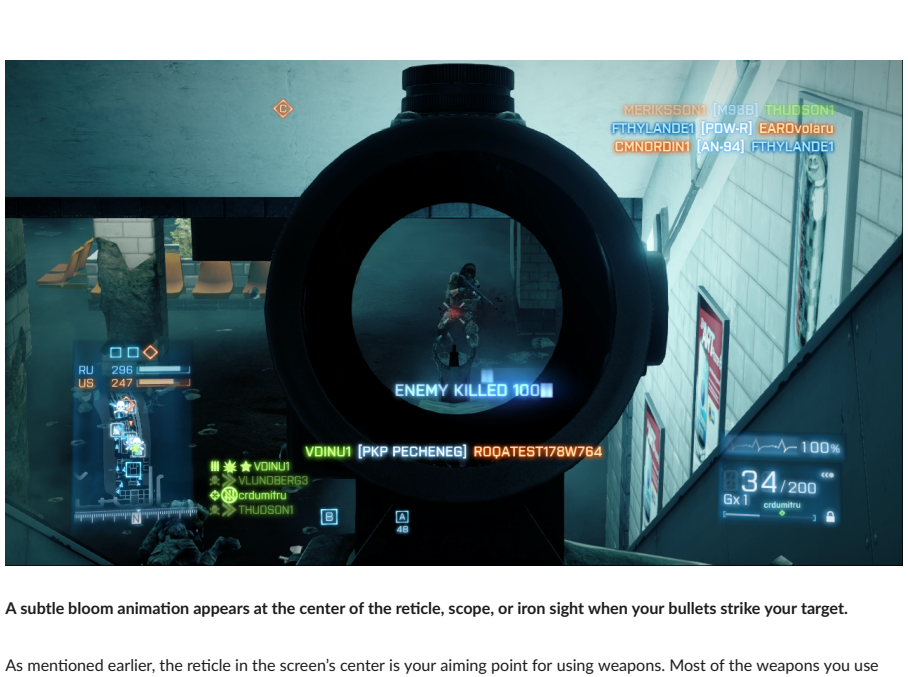
Knife



Ouch! Turn around periodically to avoid getting knifed in the back.

The knife is a standard-issue weapon available to all players, regardless of their class or rank. When approaching an enemy from behind, you can kill them instantly by attacking with the knife. But if you attack an enemy head-on, it now takes at least two swipes with the knife to score a kill from the front—a new gameplay mechanic introduced in Battlefield 3. So if an enemy is looking in your direction, think twice before attempting a knife kill. Chances are they'll shoot you in the face before you can get within striking range. Instead, always look for opportunities to flank, sneaking up behind unsuspecting opponents and knifing them from behind. As in Battlefield 2142 and every installment since, scoring knife kills earns you the victim's dog tags, providing you with a permanent trophy. In addition to scoring stealthy kills, the knife is also great for slicing through chain-link fences and other obstacles.

Firearms



A subtle bloom animation appears at the center of the reticle, scope, or iron sight when your bullets strike your target.

As mentioned earlier, the reticle in the screen's center is your aiming point for using weapons. Most of the weapons you use are direct fire, meaning that the projectile you fire travels in a basically straight line from your weapon to the target. Using these weapons is simple. Place the reticle directly over the target and then press the Fire button. For semiautomatic or single-shot weapons such as pistols, shotguns, and sniper rifles, each time you press the Fire button/key, you fire a single round. However, for automatic weapons such as submachine guns, assault rifles, and light machine guns, they will continue to shoot as you hold down the Fire button/key until they run out of ammo.

Most weapons in Battlefield 3 have selectable fire modes, allowing you to choose from single-shot, burst, and automatic modes. So experiment with each weapon's fire modes in an effort to increase accuracy and reduce recoil. When firing automatic weapons, the longer the burst, the less accurate your fire. Therefore, to maintain greater accuracy and still put a lot of lead on-target, fire in short bursts. You are more likely to kill your target, especially at medium to long range, with a few accurate rounds rather than spraying an entire magazine over a wide area. If recoil is still a problem, consider switching to burst or single-shot mode.

Iron Sights and Scopes

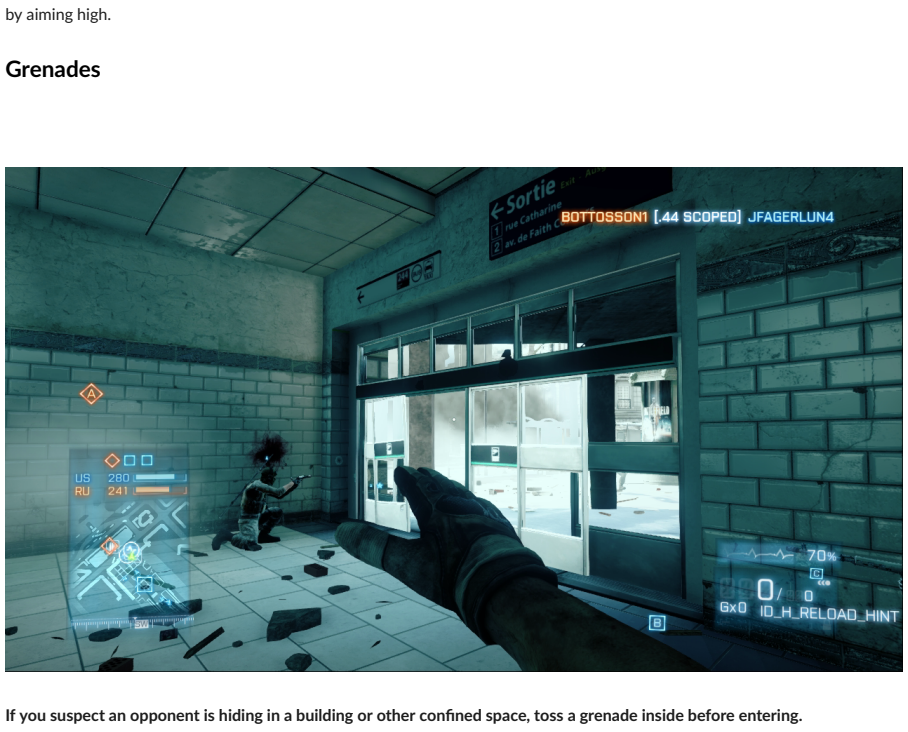
The reticle disappears when aiming through iron sights or a scope, but the bloom animation still appears when hitting a target.

When you fire a weapon using the reticle to aim, you are essentially firing from the hip, with the butt of your weapon in the crook of your arm. This is not very accurate and should only be used at close range. To increase your accuracy, press the Zoom button/key. This will bring up the iron sight view, where you are actually looking through the weapon's sight to aim. You bring the butt of the weapon up to your shoulder, giving you greater accuracy. If your weapon is equipped with a scope, the Zoom button/key will provide a view through the scope rather than the iron sight. Get in the habit of pressing the Zoom button to bring up your iron sight before firing. This is more accurate, and it provides a zoomed-in view of the target.

To further increase accuracy, crouch or drop prone and remain stationary while firing. When peering through high-powered scopes, there is noticeable sway, making it difficult to aim. You can temporarily reduce this sway by holding your breath (hold down the Sprint button/key). But this lasts for only a few seconds. You can completely eliminate scope sway by using a Bipod.

Gravity affects all firearms, causing bullets to drop over distance. When engaging targets at long range, compensate for gravity by aiming high.

Grenades



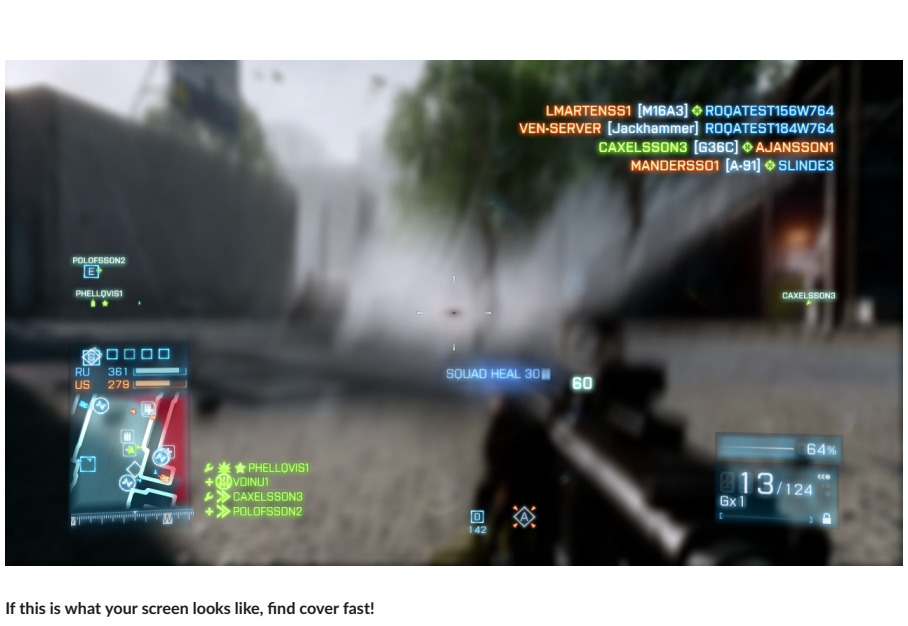
If you suspect an opponent is hiding in a building or other confined space, toss a grenade inside before entering.

Grenades require a bit more skill to use effectively since they are either thrown or launched. Unlike a bullet or rocket, which travels in a straight line, grenades travel in a parabolic arc due to their lower speed and gravity. In the case of a grenade launcher, the farther away you are from the target, the higher you need to aim. That is why the reticle for a grenade launcher has several horizontal lines for aiming points. For a short-range shot, use the top line. The farther away your target, use the lower lines. By using a lower aiming point, you are essentially aiming the weapon higher to lob the grenade toward the target.

Hand grenades work a bit differently. They are thrown rather than launched, and you don't get a separate reticle for aiming. Instead, use your weapon's reticle to best judge where you want to throw a grenade. One press of the Grenade button/key throws the grenade, shown as an orange flashing icon on the HUD. But hand grenades have limited range, so you may need to aim high to get them near your intended target—the farther your target, the higher you should aim your throw.

When using grenades, it is important to understand how they work. Rifle grenades fired from a launcher explode on impact. Hand grenades, in contrast, have a five-second fuse. As a result, you can bounce hand grenades around corners or roll them down inclines. Like your own grenades, enemy grenades show up as flashing orange icons on the HUD. So if you see one of these flashing icons nearby, sprint in the opposite direction before it explodes.

Suppression



If this is what your screen looks like, find cover fast!

The new suppression system will definitely make you think twice before exposing yourself to incoming fire. If rounds hit you or strike anywhere close by, you become suppressed. When you're suppressed, your vision is blurred and your weapon accuracy is greatly diminished. However, the effects of suppression pass quickly if you get out of the line of fire and seek cover. The new suppression mechanic can work in your favor too. Even if you don't have a clear shot at an opponent, open fire in an attempt to suppress them. Any class or weapon is capable of suppressing, but the support kit's light machine guns are most effective. These weapons' large magazine capacities allow you to lay down sustained heavy fire, ideal for keeping an opponent's head down. Each player has an invisible suppression radius around them. Simply landing rounds within this small radius suppresses the target. The new Suppression Assist score (50 points) is awarded if a teammate kills an opponent you've suppressed.

Vehicles

DRIVER KILL ASSIST 10

When driving a vehicle, consider slowing or stopping while your passengers are targeting enemies—you get points if they score a kill.

The maps in Battlefield 3 are massive. It can take a while to walk them on foot. Therefore, use vehicles to get around. There are several types of vehicles in the game, but they are all driven with similar controls. All vehicles have more than one seat. When you get into an empty vehicle, you are placed in the driver's seat by default. However, you can move to another position inside the vehicle with the press of a button/key, cycling through all seats. The driver has control of a vehicle's movement and, in the tanks and IFVs, the vehicle's turret-mounted main weapon. Most vehicles even have gunner and passenger positions, allowing teammates to man other vehicle-mounted weapons. So make sure all crew positions are filled before leaving a base or deployment area.

Jets

Feel the need for speed? Spawn directly into the pilot's seat of a waiting jet.

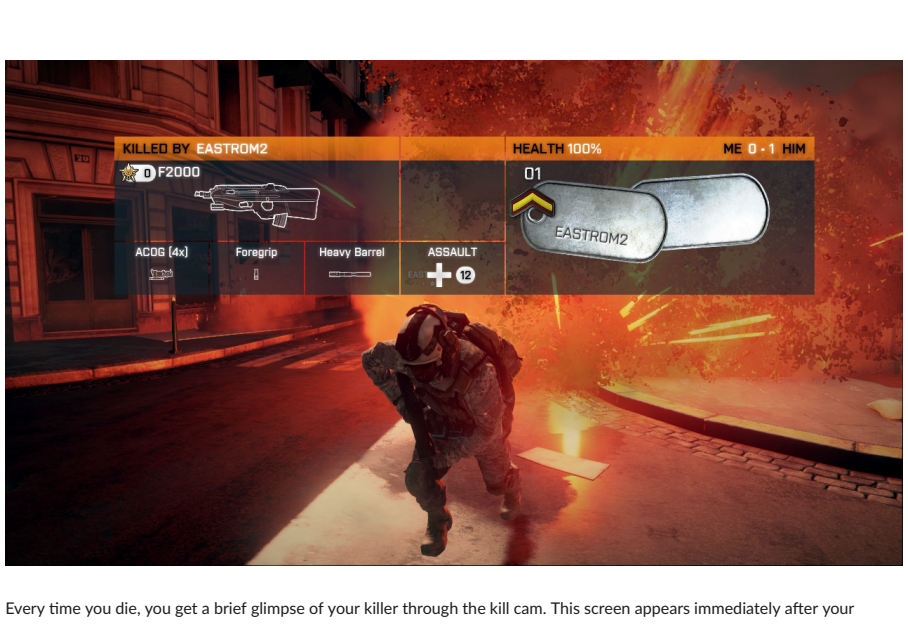
Jets aren't new to the Battlefield series. But they're back, adding a new layer of intensity to the conflict. Initially jets are equipped with only a cannon, useful for performing strafing runs and shooting down enemy aircraft. Like all the vehicles, jets have their own reward progression, allowing you to unlock more powerful air-to-air and air-to-ground weapons, including heat seekers, rocket pods, and guided missiles. So choose your weapons carefully based on the needs of your team. If they need help knocking out tanks, choose rocket pods or guided missiles. Or if your team is constantly harassed by enemy helicopters or jets, choose heat seekers to shoot down these threats. And veterans will be happy to know that all aircraft (jets and helicopters) have their own spawn points. So instead of lingering on a runway waiting for a jet to spawn, simply hold in the Spawn screen and spawn directly into the pilot's seat when a jet or helicopter is available.

Vehicle Damage

A single rocket hit will no longer destroy light vehicles like this Vodnik, but it may kill some of the occupants.

In Battlefield 3, vehicle damage has been completely overhauled. Now if vehicles take light damage, they slowly regenerate health on their own, assuming the vehicle stays out of danger and avoids taking damage for several seconds. However, if a vehicle takes heavy damage, it catches fire and becomes disabled. At this point, vehicle speed and mobility are greatly reduced, but the weapons still function—and the loss of speed and control is extremely dangerous when piloting a jet or chopper. While a vehicle is disabled, its health slowly declines until eventually it explodes. Only engineers can repair a disabled ground vehicle. Jets and helicopters in flight have the benefit of deploying the fire extinguisher upgrade to put out the flames and restore control. As a result of these changes, destroying vehicles outright is much more difficult, requiring you to disable a vehicle before it can be destroyed. Meanwhile, the crew of a disabled vehicle has a critical choice to make: Do they stay with the burning vehicle and try to score more kills, or do they bail out and attempt to find cover before their ride explodes?

Kill Cam

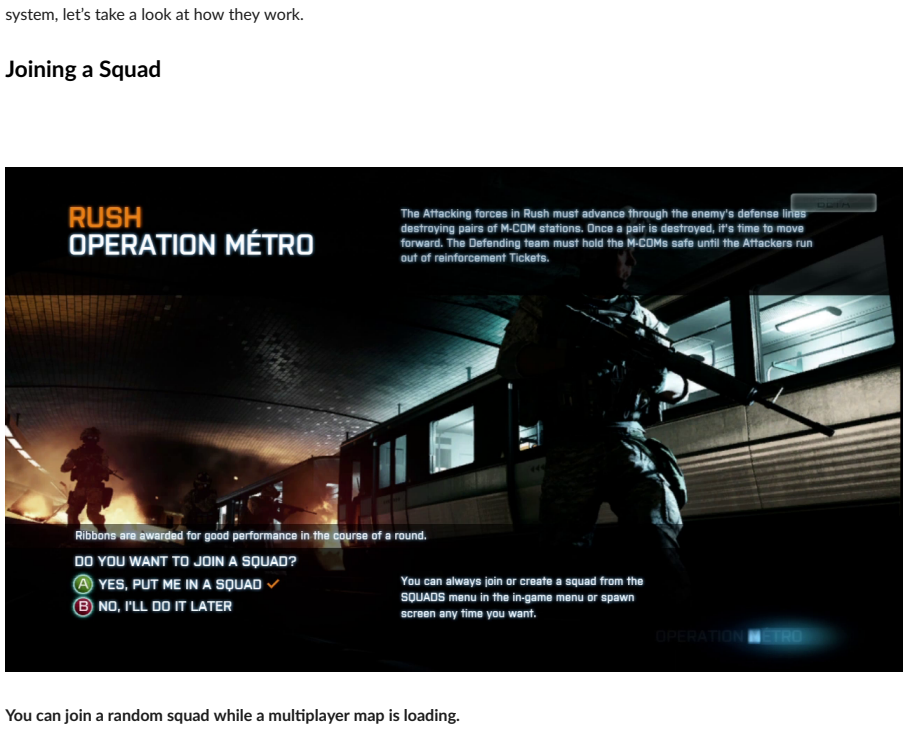


Every time you die, you get a brief glimpse of your killer through the kill cam. This screen appears immediately after your death, providing a brief shot of the player who killed you as well as their name, rank, health, kit, weapon, and specializations. It may seem like a frivolous feature, but the kill cam has larger implications for how the game is played. Snipers can no longer camp one spot and kill from an undisclosed location throughout the entire match. Through the kill cam, victims can see approximately where an enemy player is camping and enact revenge once they respawn. So make a habit of moving frequently, or else you're likely to face one of your angry victims sneaking up behind you with a knife.

Squad Play

If you've played past installments of Battlefield, you know the benefits of joining a squad. A squad is a four-player unit that can communicate with each other over headsets. Being able to talk to the other players in your squad allows you to discuss each situation and respond as a single unified fighting force. Beyond the obvious tactical advantages, being in a squad allows you to earn the squad bonus points, boosting your score and fast-tracking promotions. But if you're new to Battlefield and the squad system, let's take a look at how they work.

Joining a Squad



The Attacking forces in Rush must advance through the enemy's defense lines destroying pairs of M-COM stations. Once a pair is destroyed, it's time to move forward. The Defending team must hold the M-COMs safe until the Attackers run out of reinforcement Tickets.

DO YOU WANT TO JOIN A SQUAD?
YES, PUT ME IN A SQUAD
NO, I'LL DO IT LATER

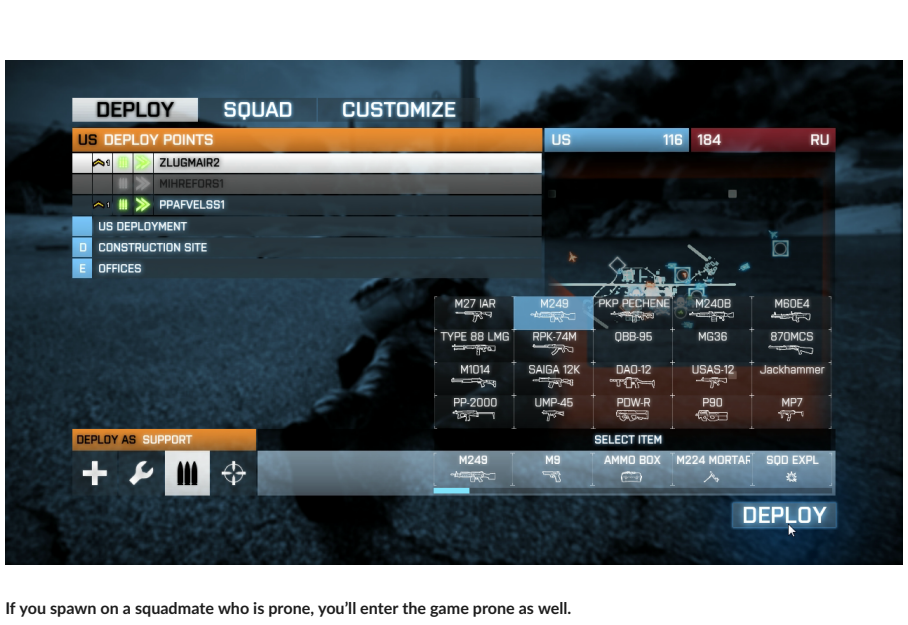
You can always join or create a squad from the SQUADS menu in the in-game menu or spawn screen any time you want.

You can join a random squad while a multiplayer map is loading.

At the start of any match, while the map is loading, you're asked if you want to join a squad. Always choose yes. In this instance, you'll be automatically assigned a squad randomly. Chances are your new squadmates are complete strangers, so say hi and ask what kit they could use before spawning into the game.

If you prefer playing with friends, you can create a squad from your friend's list before even joining a game. Choose the Invite a Friend option from the multiplayer's Quickmatch menu and send invites to anyone on your friend's list who is online. You don't need four players to form a squad, so feel free to join a game once you have at least one friend on your side. However, if you have less than four players in your squad, the extra slots could be filled by strangers. When your squad is formed and ready for action, choose the Find a Game option to begin a match.Squads can also be formed once in a game, allowing you to team-up with friends during the middle of a match.

Squad Spawn



If you spawn on a squadmate who is prone, you'll enter the game prone as well.

One of the huge benefits of playing in a squad is the ability to spawn on any squadmate. The Spawn screen shows many spawning options, including your team's base and control points. If you don't want to spawn at one of those static locations, select the name of one of your squad members. As you select their name, a blue circle icon appears on the map and the camera view switches, showing exactly where they are. Before spawning on a squad member, make sure they're in a safe location. The last thing you want to do is spawn in the middle of an enemy kill zone.

You can also spawn on any squad member who is in a vehicle with unoccupied seats. New to Battlefield 3 are radio beacons, deployed by recon troops. You can place these almost anywhere on the map, where they serve as forward spawn points for your squad. This is a great way for attackers to maintain a presence close to an objective, especially in Rush matches. But don't let enemies see where your radio beacon is placed; otherwise they may camp nearby and pick off your squadmates as they enter the game. When possible, place Spawn Beacons inside buildings to give squad members a safe and instant entry into the match. If Spawn Beacons are placed outdoors, squad members will spawn in parachutes above the battlefield, making them vulnerable to incoming fire as they drift toward the ground.

Teamwork

ATTACK ORDER FOLLOWED 20
ATTACK ORDER FOLLOWED 20
ATTACK ORDER FOLLOWED 20

Issuing and following squad orders is a simple way to boost your score.

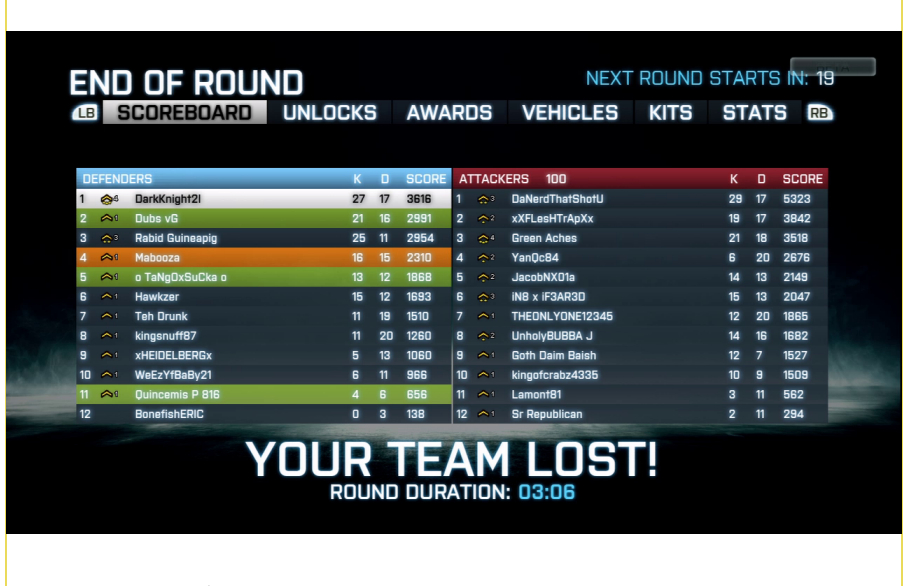
Once in the game, you can identify your squadmates by the green name tags above their heads accompanied by their kit icon. They also show up as green triangles on the minimap. Other teammates have blue name tags above their heads while enemies appear as red. Stay close to your squad so you can support one another. But don't cluster around each other too tightly or else all four of you can be eliminated by an explosive attack. Instead, try to stay within each others' line of sight. By simply communicating and working together, you can gain a huge advantage over your opponents, especially those who wander off by themselves.

In addition to talking to each other over your headsets, use the target-spotting system to tag enemies and issue attack/defend orders. Only the squad leader can issue orders, so watch for blinking boxes around objectives, such as M-COM stations and control points. If no order has been issued, ask your squad leader to place an order on an objective. Kills performed within close proximity of an objective marked with an attack/defend order results in Squad Attack Order (20 points) or Squad Defend Order (20 points) bonuses. So if you're the squad leader, don't forget to issue orders to help your squad's scores.

Tip

Squad member icons are always visible on the HUD, regardless of their location. If a squad member is behind you, their name/icon appears at the bottom of the HUD. Teammate names/icons are only visible when they're within your line of sight.

Note



END OF ROUND

NEXT ROUND STARTS IN: 19

LB SCOREBOARD UNLOCKS AWARDS VEHICLES KITS STATS RB

DEFENDERS	K	D	SCORE	ATTACKERS 100	K	D	SCORE
1 DarkKnight2l	27	17	3616	1 DaNerdThatShotU	29	17	5323
2 Dubs vG	21	16	2991	2 xXFLesHTrApXx	19	17	3842
3 Rabid Guineapig	25	11	2954	3 Green Aches	21	18	3518
4 Mabooza	16	15	2310	4 YanQc84	6	20	2676
5 o TaNgDxSuCka o	13	12	1868	5 JacobNX01a	14	13	2149
6 Hawkzer	15	12	1693	6 IN8 x iF3AR3D	15	13	2047
7 Teh Drunk	11	19	1510	7 THEONLYONE12345	12	20	1865
8 kingsnuff87	11	20	1260	8 UnholyBUBBA J	14	16	1682
9 xHEIDELBERGx	5	13	1060	9 Goth Daim Baish	12	7	1527
10 WeEzYfBaBy21	6	11	966	10 kingofcrabz4335	10	9	1509
11 Quincemis P 816	4	6	656	11 Lamonf81	3	11	562
12 BonefishERIC	0	3	138	12 Sr Republican	2	11	294

YOUR TEAM LOST!

ROUND DURATION: 03:06

You can gauge your squad's performance on the scoreboard during or at the end of a round. Each of your squadmates is highlighted by a green bar—your name is highlighted with an orange bar.

Multiplayer Tactics

Tactics is the combining of maneuvers and firepower to achieve an objective. We've already covered movement and weapons, so this section focuses on using the two together.

Plan Ahead

GET READY
ROUND WILL START IN
4

Before a round begins, take a few seconds to discuss tactics with your teammates. Any game plan is better than none.

There is an old saying that those who fail to plan, plan to fail. You need to come up with a plan before the bullets start flying. The best place to start is to look at your game mode's objectives, since those determine victory or defeat. While killing the enemy is always a goal, it is often a means to an end. Instead, focus on the objectives. Do you have to destroy a target, defend a position, or just get to a certain point on the map?

Once you know what you must do, look at the map and examine the terrain. Where are you located? Where is the objective? How will you get there? Are there any vehicles you can use? These are all questions you need to ask yourself. Once you have determined how to reach the target, you must then consider how to accomplish your orders. Will you need to get in close to plant an explosive charge on the target? If so, how will you secure the perimeter? Finally, you need to take into account your opposition. What does the enemy have, and where are they located? Usually you will not know that type of information until you get in close to the target and can see the enemy with your own eyes. Therefore, planning continues on the fly as you learn new information about enemy positions and actions.

Cover

If you can't find suitable cover nearby, drop prone in an attempt to avoid detection, and crawl to a piece of cover.

Combat is very dangerous. Bullets and other deadly projectiles fly through the air and can kill you outright if they make contact. The concept of cover is to place something solid between you and the enemy that will stop those projectiles and keep you safe. The multiplayer maps are filled with objects that you can use as cover—buildings, walls, trees, rocks, earthen mounds, and so on. Some types of cover will stop small-arms fire such as rifle bullets but not stop the heavier machine-gun fire. Walls of buildings will stop machine-gun fire but not rockets or tank rounds. Therefore, pick cover that will protect you from the current threat—objects constructed from wood or flimsy sheet metal won't stop a bullet.

Cover should become ingrained in your combat thinking. In addition to looking for enemies, you also need to be looking for cover. During a firefight, always stay behind cover. Leave cover only to move to another position with cover. If the cover is low, you may need to crouch down or drop prone to get behind it, standing only to fire over it. When moving from cover to cover, sprint to get there quicker.

While you want to stay behind cover, you also want to try to deny the benefit of cover to your enemies. Destroying their cover is a way to do that. Another way is to reduce the effect of their cover by moving to hit them from a direction for which they have no cover. This is called flanking. For example, if an enemy is taking cover behind a wall, move around to the side of the wall so that the wall is no longer between you and your target. Or, if you have an explosive weapon, you can simply blow a hole in the wall, taking your target out in the process.

Destructible Environments

WARN
KILL ASSIST 39

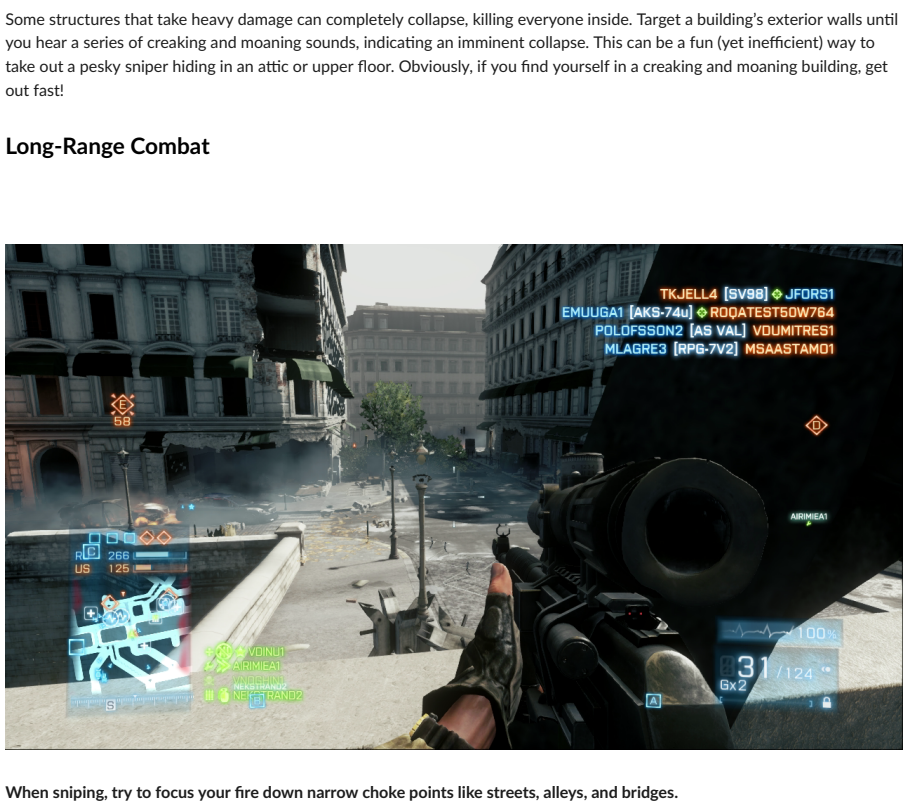
Tanks are great for dishing out destruction. Use their cannons to blow holes in walls and other pieces of cover.

One of the awesome features in Battlefield 3 is that many of the structures and objects can be damaged or outright destroyed. This presents a large range of possibilities and opportunities that will affect the tactics you use. For example, if the enemy is holed up in a house and taking shots at you from the windows, you could try to throw a grenade through the window or rush into the house via the doorway and clear the threat out with close-range combat. However, with destruction as an option, you can launch a rocket at a wall of the structure and blow a hole in it; you just might kill an enemy who was on the other side. If the enemy survived, you can then use direct fire to kill him, since you destroyed the wall providing cover.

Often structures can funnel you into a kill zone the enemy has set up. But you can blast your way through walls or other objects and come at the enemies from different directions they might not expect. While this may seem to favor the attacker, the defender can also use this as an advantage. Destroy potential cover the attacker may use to approach your position. Call in mortar strikes on groves of trees or shoot out wooden fences to deny the enemy a place to hide. As a result, you can create your own kill zones of open land that the enemy must traverse—all the while under the fire of your weapons.

Some structures that take heavy damage can completely collapse, killing everyone inside. Target a building's exterior walls until you hear a series of creaking and moaning sounds, indicating an imminent collapse. This can be a fun (yet inefficient) way to take out a pesky sniper hiding in an attic or upper floor. Obviously, if you find yourself in a creaking and moaning building, get out fast!

Long-Range Combat



When sniping, try to focus your fire down narrow choke points like streets, alleys, and bridges.

If possible, it is best to try to attack the enemy at long range before they're even aware of your presence. While sniper rifles work great for this type of combat, you can even use assault rifles, light machine guns, or rocket launchers to hit targets at long range. The key to winning at long range is to take your time. Drop prone, stay still, and use iron sights or scopes to increase your magnification and accuracy. As always, make sure you have some good cover in case the enemy decides to shoot back—if you can see them, they can see you. Also remember to fire in short bursts to ensure that more of your bullets hit the target.

Caution

Whenever aiming through a high-magnifi cation scope, a distinct glint is produced by the scope's lens, potentially giving away your position. Avoid scanning the battlefi eld through your scope to maintain concealment.

Close-Quarter Combat

Quick reflexes trump accuracy in close-quarter gun battles like this. This is why shotguns are so effective.

This type of combat is the exact opposite of long-range combat. In close quarters, such as in a town or even within a building, you don't have a lot of time to aim before shooting. However, at such short ranges, accuracy is not really a factor. Instead, you need a weapon that puts out a lot of firepower with some spread so you are more likely to get a hit while moving. Shotguns and submachine guns are great for close-quarter combat.

Your minimap is also an important tool, especially if teammates have spotted targets. Since you can see where enemies are located, use this info to set up shots while strafing around corners. Your weapon will already be aimed at the target as it appears on the minimap, which saves you just enough time to have the advantage and make the kill rather than be killed. Don't forget to use grenades, which can be thrown around corners or over walls to hit enemies who think they are safe behind cover.

Have you just run out of ammo in the middle of a close-quarter duel? It's much faster to draw your pistol than to reload your main weapon. Or if your opponent is reloading, too, rush in for a melee kill.

Engaging Vehicles

If you don't have the firepower to kill a tank, don't draw its attention. Instead, seek cover and spot the tank for teammates capable of taking it out.

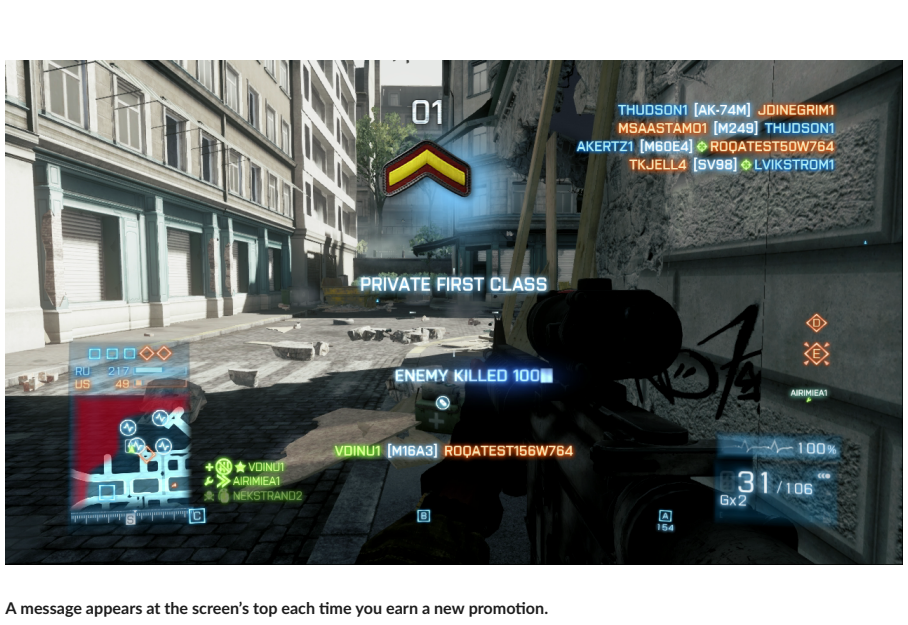
Attacking vehicles is dangerous—especially when you are an infantryman. However, modern soldiers have a lot of firepower they can use to disable and destroy vehicles. This role usually falls to the engineer, who carries antitank rocket launchers and mines. It takes only a single rocket to disable most light vehicles. However, tanks and IFVs require at least two rocket hits to disable, and even more to destroy. Always try to attack tanks from the rear, where their armor is the weakest. Rocket launchers are most effective, but grenade launchers can work in a pinch, too, assuming the vehicle is already heavily damaged. Of course, the best way to kill a tank is with another tank.

Even if you don't have those powerful weapons or gadgets, you can still damage light vehicles with small-arms fire. The gunners on the Growler ITV and VDV Buggy are completely exposed—shoot them and the vehicles lose their firepower. For those who are really daring, engineers can place mines in the path of moving vehicles. C4 (now carried by the support kit) is also very effective against vehicles, but you have to get very close to slap on a charge.

Tip

In addition to having weak side and rear armor, the top armor of tanks are also weak. When possible, try to target a tank's top armor to maximize damage. Javelins are ideal for scoring top-hits on tanks.

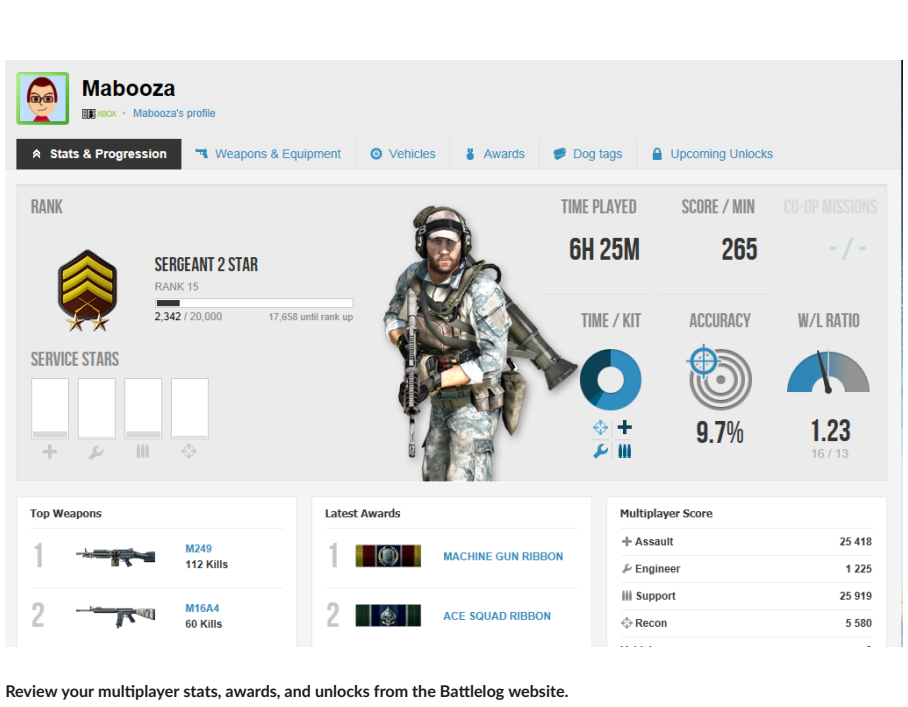
Persistence System



A message appears at the screen's top each time you earn a new promotion.

Almost every action performed in a multiplayer match can earn you points. Points not only determine which players are listed at the top of the scoreboard after a round, but they also help you unlock new weapons, gadgets, and specializations and even help you achieve new ranks. So at the end of a round, check out your overall performance in the End of Round screens. These screens show your current rank and your progress toward achieving the next rank. It also has statistical breakdowns of your score, showing how many points were earned with each kit, your vehicles, and your awards. Speaking of awards, any dog tags, medals, or ribbons earned during the round are shown in the "Unlocks" and "Awards" sections. The Kits screen shows how much progress you've made toward unlocking new equipment for each kit. For complete information on the game's scoring system, reference the Battlefield Compendium. There you'll find scoring details for each possible action. Knowing exactly which actions earn you points may change the way you approach each battle.

Battlelog



RANK SERGEANT 2 STAR
RANK 15
2,342 / 20,000
17,658 until rank up

TIME PLAYED 6H 25M
SCORE / MIN 265
TIME / KIT
ACCURACY 9.7%
W/L RATIO 1.23
16 / 13

1 M249 112 Kills
2 M16A4 60 Kills

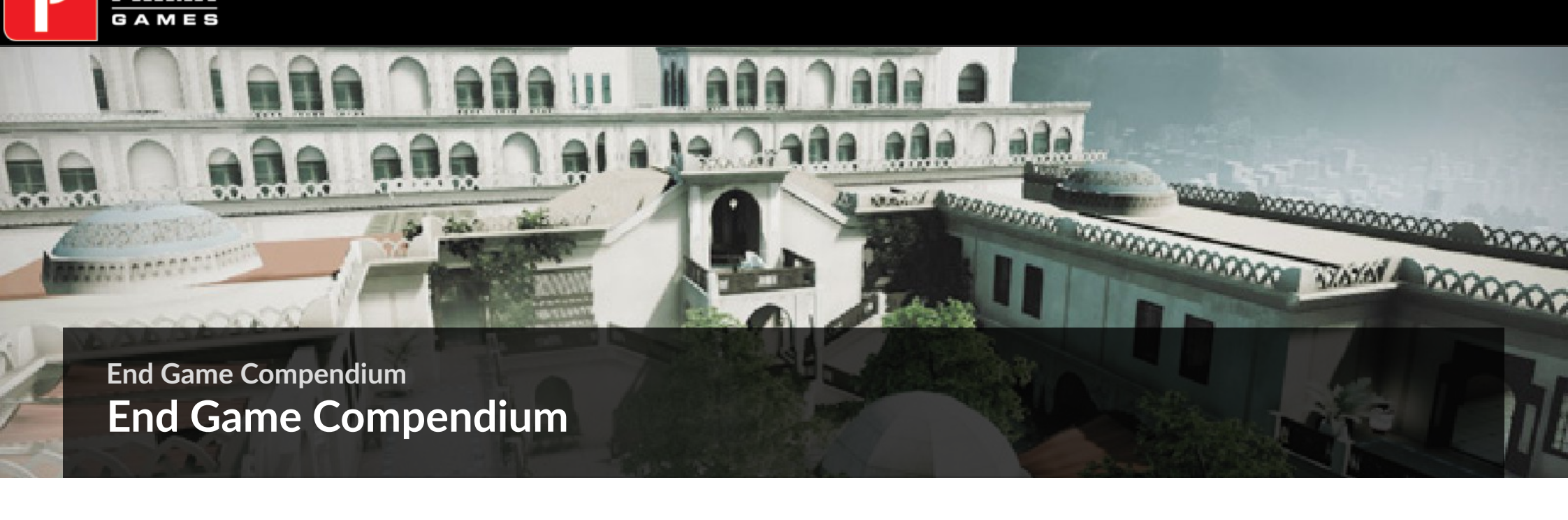
1 MACHINE GUN RIBBON
2 ACE SQUAD RIBBON

Assault 25 418
Engineer 1 225
Support 25 919
Recon 5 580

Review your multiplayer stats, awards, and unlocks from the Battlelog website.

URL: battlelog.battlefield.com

The new Battlelog website allows you to keep tabs on everything happening in Battlefield 3, even when you're away from the game. Log in to the Battlelog using the e-mail address and password associated with your EA.com or Origin.com account. The Battlelog keeps track of every stat imaginable and offers social networking features, allowing you to see what your friends have been up to. By creating or joining a platoon, you can guarantee you always have a reliable group of friends to play with. PC players can even access a server browser and join games directly from the Battlelog.



End Game Compendium

End Game Compendium

Multiplayer Scoring System

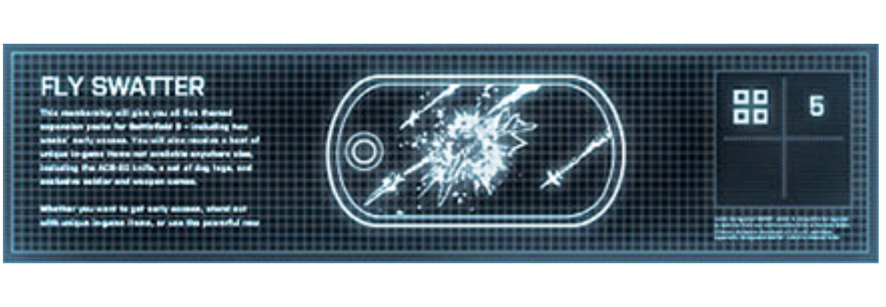
Action	Points	Description
ATTACK ORDER FOLLOWED	20	Have a squad mate follow the attack order.
AVENGER BONUS	10	Kill an enemy within three seconds of him killing a friendly.
COMEBACK	10	Come back from a streak of five or more consecutive deaths. Score equals the number of consecutive deaths x10.
DEFEND ORDER FOLLOWED	20	Have a squad mate follow the defend order.
DESIGNATED TARGET HIT	100	Score is based on how much damage the locked missile does.
DESTROYED EXPLOSIVE	20	Destroy an enemy explosive (claymore, mine, or C4).
DOG TAG SAVIOR	50	Rescue a teammate just as he is about to be stabbed.
DOUBLE KILL	40	Kill two enemies within 0.8 seconds of each other.
DRIVER ASSIST	10	Have a passenger in your vehicle kill an enemy.
ENEMY DOWN	100	Kill an enemy.
EQUIPMENT DESTROYED	20	Destroy a stationary weapon that is occupied by an enemy or equipment placed by an enemy. This includes EOD Bots, MAV, Mortar, Radio Beacon, SOFLAM and T-UGS.
FLAG CAPTURE ASSIST	50	Participate in a flag capture.
FLAG CAPTURED	250	Capture a flag.
FLAG DEFEND	20	Kill someone while you or the victim is in the radius of a flag owned by your team.
FLAG NEUTRALIZE ASSIST	150	Participate in a flag neutralize.
FLAG NEUTRALIZED	200	Neutralize an enemy flag.
HEADSHOT BONUS	10	Kill an enemy with a headshot.
HEAL	10	Heal points awarded for every 20% health healed on a friendly.
KILL ASSIST	10–100	Do at least 10 points of damage to an enemy and have a teammate finish them off. Note that this caps out at 100, as healing can restore the enemy's hit points.
KILLSTREAK STOPPED	10	Kill an enemy who has made six or more kills without dying. The score awarded equals the number of kills in the enemy's streak x10.
MARKSMAN BONUS	100+	Score a headshot with a sniper rifle. Score equals the distance to the target.
M-COM ARMED	100	Arm an M-COM station.
M-COM ATTACK KILL	20	Kill an enemy that is disarming the crate.
M-COM DEFENSE KILL	20	Kill an enemy that is arming the crate.
M-COM DESTROYED	500	Destroy an M-COM station.
M-COM DISARMED	200	Disarm an M-COM station.
MOTION SENSOR ASSIST	20	Enemy was killed while in your T-UGS's or MAV's motion sensor range.
MULTIPLE KILL	100	Kill four or more enemies within 0.8 seconds of each other.
NEMESIS KILL	10	Kill the same enemy six or more times. The score awarded equals the number of kills x 10.
NEMESIS PAYBACK	10	Kill your nemesis. The score awarded equals the number of times your nemesis has killed you x10.
REPAIR	10	Repair vehicle points given for every 10% of damage repaired.
RESUPPLY	10	Resupply a teammate.
ROAD KILL	10	Run over an enemy.
SAVIOR BONUS	20	Kill an enemy within two seconds of him dealing 50% to 99% of damage to a friendly.
SPOT BONUS	10	Spot an enemy and have a teammate kill them.
SQUAD ATTACK ORDER	20	Attack an objective that the leader has designated.
SQUAD DEFEND ORDER	20	Defend an objective that the leader has designated.
SQUAD DRIVER ASSIST	20	Have a squad mate who is a passenger in your vehicle make a kill.
SQUAD ELIMINATED	10	Kill all members in a squad.
SQUAD HEAL	20	Heal a squad mate.
SQUAD PASSENGER ASSIST	20	Have a squad mate who is driving your vehicle make a kill.
SQUAD RESUPPLY	20	Resupply a squad mate.
SQUAD REVIVE	110	Revive a squad mate.
SQUAD SPAWN ON YOU	10	Have a squad mate spawn on you.
SUPPRESSION ASSIST	50	Suppress an enemy and have a teammate kill them.
TARGET DESIGNATED	10	Lock on to an enemy vehicle with the target designator.
TEAM PASSENGER ASSIST	10	Have the driver in your vehicle kill an enemy.
TEAM REVIVE	100	Revive a teammate.
TRIPLE KILL	60	Kill three enemies within 0.8 seconds of each other.
VEHICLE DESTROY	50	Destroy a vehicle within 10 seconds of an enemy leaving it.
VEHICLE DESTROY ASSIST	10–100	Do at least 10 points of damage to an enemy vehicle and have a teammate destroy it. Points awarded are based on how much damage was done.
VEHICLE DISABLED	100	Disable a vehicle.

Capture the Flag Scoring System

Action	Points	Description
CAPTURE FLAG	500	Capture the enemy flag.
CAPTURE FLAG STREAK	200	Capture the flag more than once in a game.
PICK UP FLAG	100	Pick up the enemy flag after it has been dropped.
PICK UP ASSIST	100	Be within 10 meters of the flag when it is being picked up after being dropped.
FLAG CARRIER HEAL	50	Heal the flag carrier.
RETURN FLAG	100	Return your team's flag to your base.
FLAG TRANSPORT	200	Transport the flag carrier in your vehicle.
FLAG TRANSPORT STREAK	100	Transport the flag carrier in your vehicle multiple times in a round.
FLAG CARRIER SAVIOR	50	Kill an enemy that is attacking the flag carrier.
FLAG CARRIER SAVIOR SUPPRESSION	50	Suppress an enemy that is attacking the flag carrier.
FLAG CARRIER KILL	100	Kill the enemy flag carrier.
FLAG CARRIER KILL ASSIST	50	Assist in killing the enemy flag carrier.
FLAG CAPTURE ASSIST	50	Be within 10 meters of the flag when it is being captured.

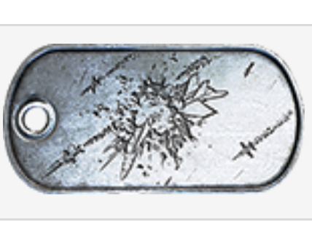
End Game Assignments

Defender of the Earth

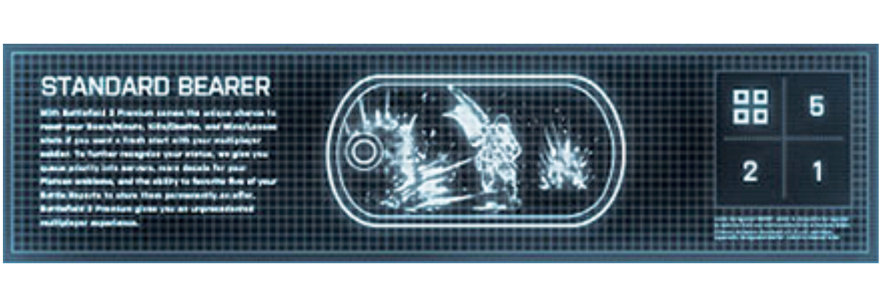


Criteria:

- Destroy five air vehicles using the AA jeeps.

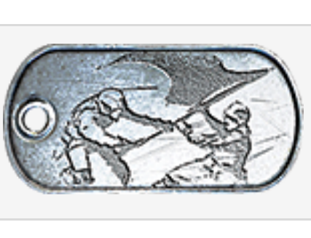
Reward:	
Fly Swatter Dog Tag	

Scar Spangled Banner

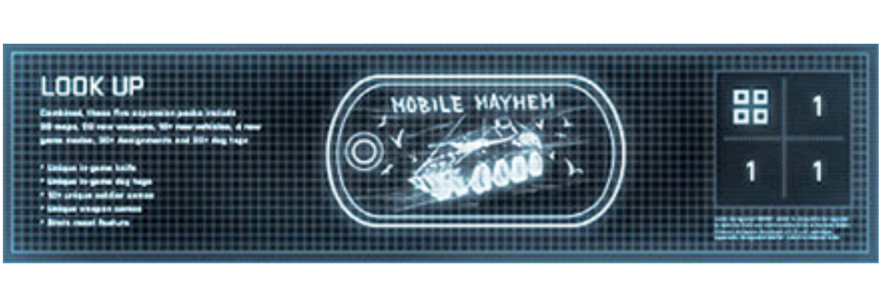


Criteria:

- Return five flags in Capture the Flag.
- Capture two flags in Capture the Flag.
- Win one round in Capture the Flag.

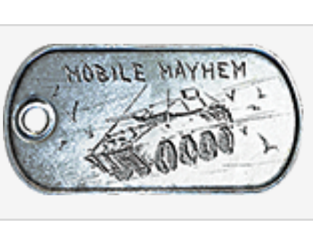
Reward:	
Standard Bearer Dog Tag	

Fatal Drop

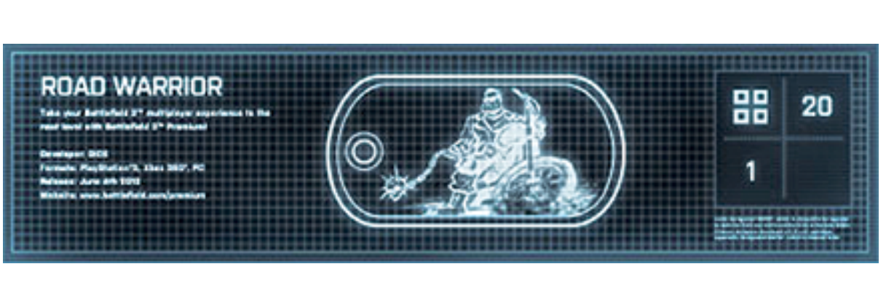


Criteria:

- From an airdropped IFV, kill an enemy soldier.
- From an airdropped IFV, destroy an enemy transport vehicle.
- From an airdropped IFV, destroy an enemy IFV.

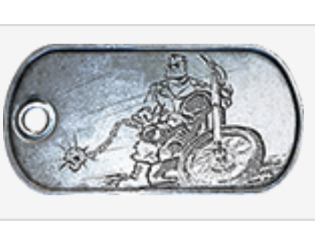
Reward:	
Look Up Dog Tag	

Road Warrior

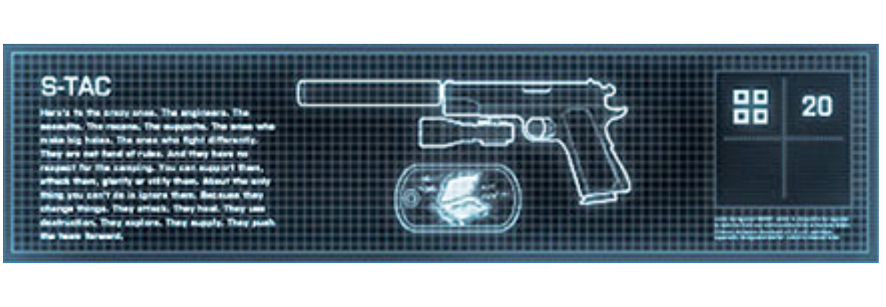


Criteria:

- Destroy 20 vehicles.
- Get a roadkill with a dirtbike.

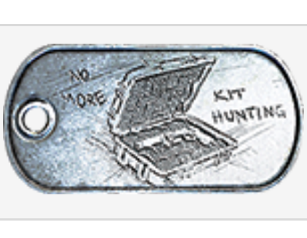
Reward:	
Road Warrior Dog Tag	
All About Precision Assignment	

All About Precision



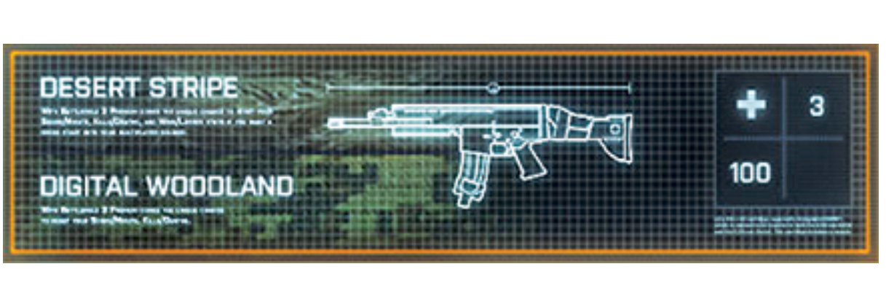
Criteria:

- Road Warrior must be completed.
- Get 20 headshots with pistols.

Reward:	
S-TAC Dog Tag	
S-TAC Pistol	

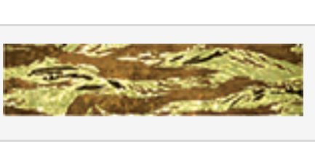
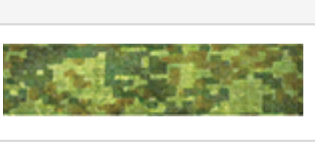
Premium Assignments: Tier 1

SCAR-L Specialist

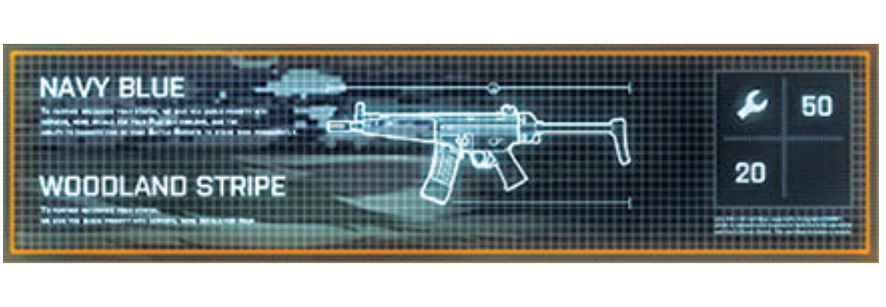


Criteria:

- Get 100 kills with the SCAR-L.

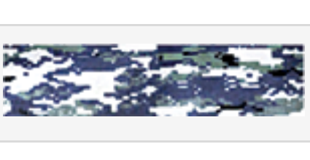
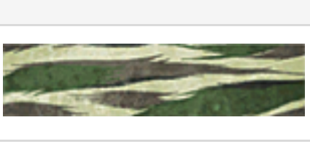
Reward:	
SCAR-L Desert Stripe Camo	
SCAR-L Digital Woodland Camo	

G53 Specialist

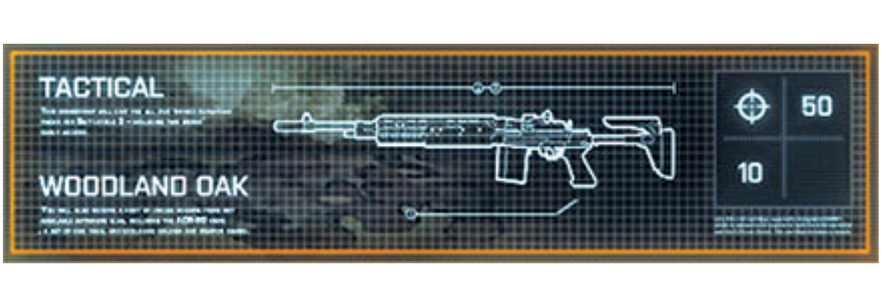


Criteria:

- Get 50 kills with the G53.
- Destroy 20 vehicles as Engineer.

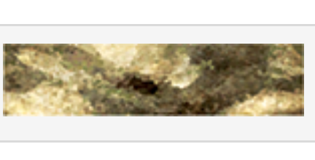
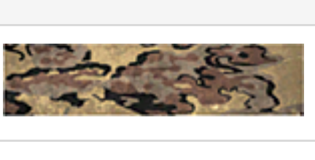
Reward:	
G53 Navy Blue Camo	
G53 Woodland Stripe Camo	

M39 Specialist

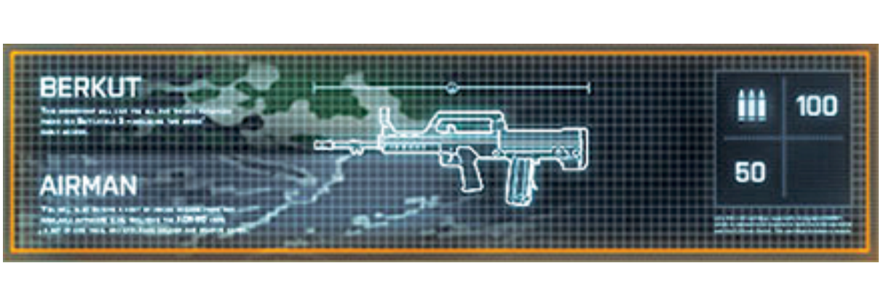


Criteria:

- Get 50 kills with the M39.
- Kill 10 enemy flag carriers in Capture the Flag.

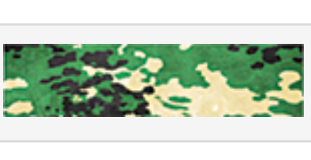
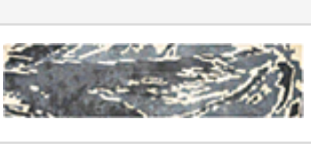
Reward:	
M39 Tactical Camo	
M39 Woodland Oak Camo	

QBB-95 Specialist

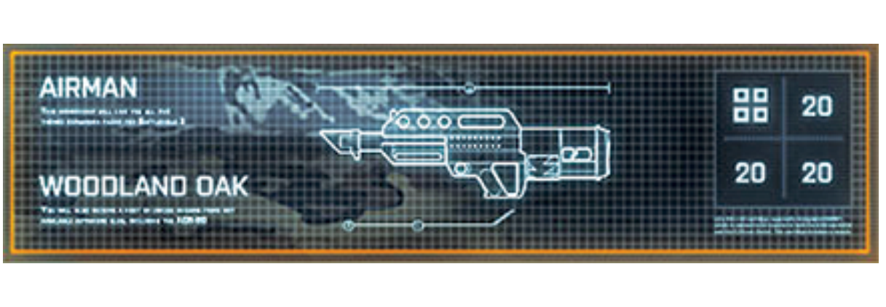


Criteria:

- Get 100 kills with the QBB-95.
- Get 50 ammo resupplies as Support.

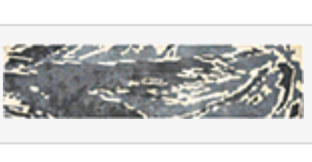
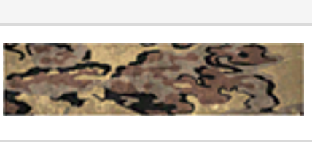
Reward:	
QBB-95 Berkut Camo	
QBB-95 Airman Camo	

MK3A1 Specialist

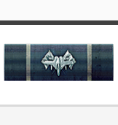
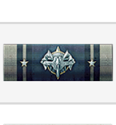
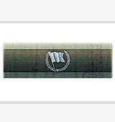
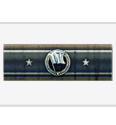


Criteria:

- Get 20 kills with the AK3A1 as Assault.
- Get 20 kills with the AK3A1 as Engineer.
- Get 20 kills with the AK3A1 as Support.
- Get 20 kills with the AK3A1 as Recon.

Reward:	
MK3A1 Airman Camo	
AK3A1 Woodland Oak Camo	

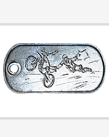
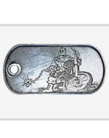
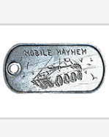
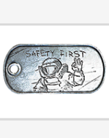
End Game Awards

Ribbon	Name	Criteria	Points
	Air Superiority Ribbon	Play an Air Superiority round.	
	Air Superiority Winner Ribbon	Win an Air Superiority round.	
	Capture the Flag Ribbon	Play a Capture the Flag round.	
	Capture the Flag Winner Ribbon	Win a Capture the Flag round.	
	Air Superiority Medal	Obtain the Air Superiority Winner Ribbon 50 times.	
	Capture the Flag Medal	Obtain the Capture the Flag Winner Ribbon 50 times.	

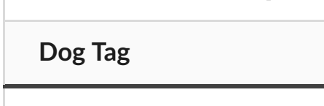
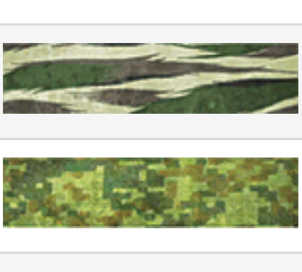
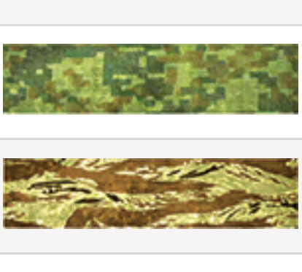
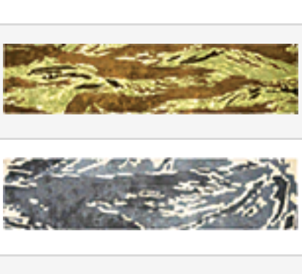
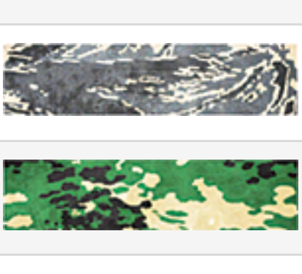
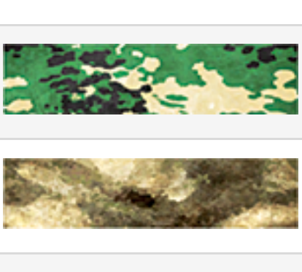
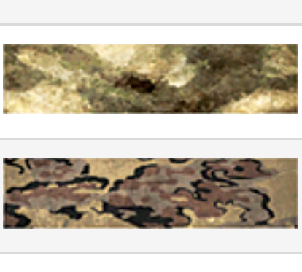
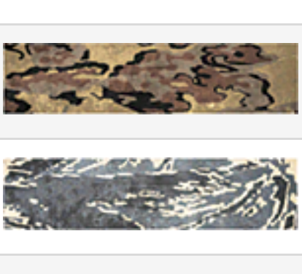
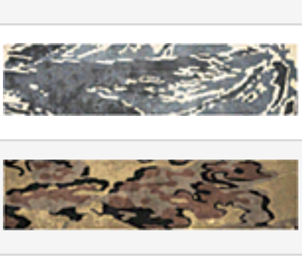
End Game Dog Tags (Left)

Dog Tag	Name	Criteria
	Capture the Flag	Play Capture the Flag 10 times.
	Capture the Flag Winner	Win Capture the Flag 10 times.
	Air Superiority	Play Air Superiority 10 times.
	Air Superiority Winner	Win Air Superiority 10 times.
	M1911 S-TAC	Obtain S-TAC Service Star 1.

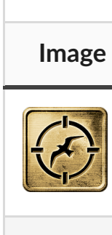
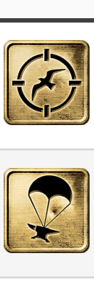
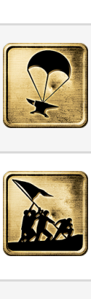
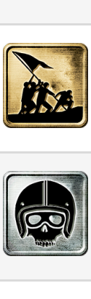
End Game Dog Tags (Right)

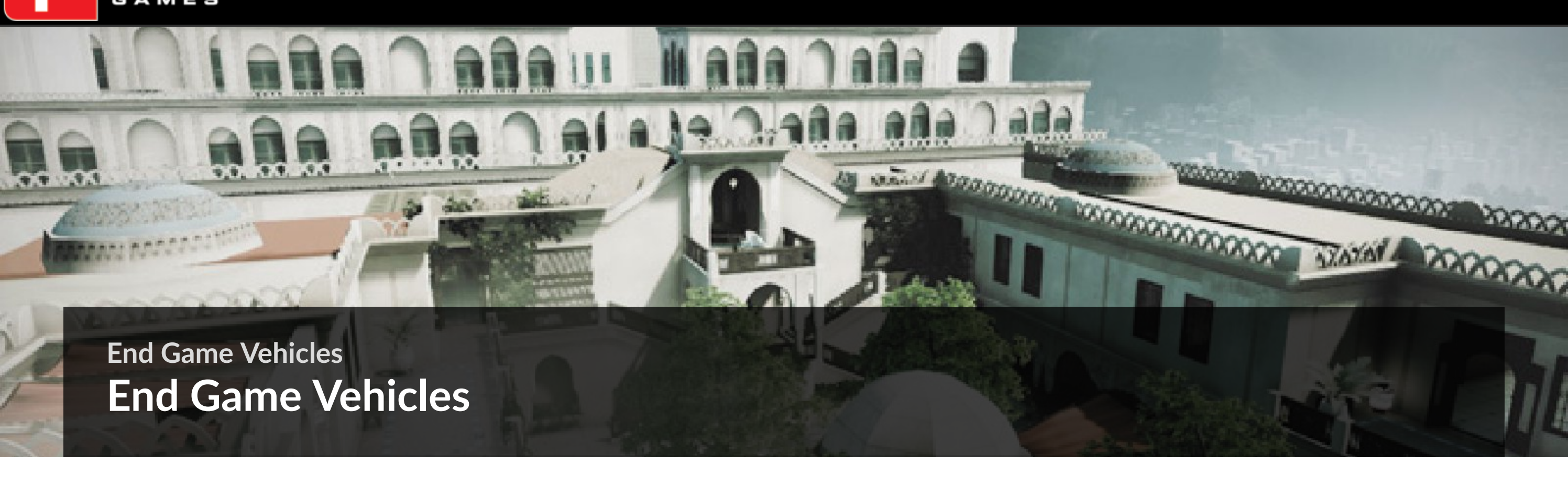
Dog Tag	Name	Criteria
	True Primary Weapon Master	Get 100 kills with each primary weapon class.
	Pancakes	Earned if the player falls over 200 m and dies from the impact.
	Motorcross	Attempt 50 jumps with a dirt-bike and get 10 kills while on a dirt-bike.
	Elite Flag Runner	Capture 50 flags in Capture the Flag game mode.
	Fly Swatter	Unlocked with Defender of Earth.
	Road Warrior	Unlocked with Road Warrior.
	Look Up	Unlocked with Fatal Drop.
	Standard Bearer	Unlocked with Scar Spangled Banner.
	S-TAC	Unlocked with All About Precision.
	Air Superiority Medal	Win Air Superiority 50 times.
	Capture the Flag Medal	Win Capture the Flag 50 times.
	M1911 S-TAC Master	Obtain S-TAC Service Star 5.
	True Combat Efficiency	Obtain the Combat Efficiency Medal.
	True Handgun Master	Get 100 handgun kills.
	Bomb Squad	Obtain 50 Anti-Explosive Ribbons.
	Squad Wiper	Obtain 50 Squad Wipe Ribbons.

End Game Weapon Camo

Dog Tag	Name	Criteria
	Navy Blue Digital	G53
	Woodland Stripe	G53
	Digital Woodland	SCAR-L
	Desert Stripe	SCAR-L
	Airman	QBB-95
	Berkut	QBB-95
	Tactical	M39
	Woodland Oak	M39
	Airman	MK3A1
	Woodland Oak	MK3A1

End Game Achievements and Trophies

Image	Name	Criteria	Gamerscore	Trophy
	AA's Revenge	Destroy an air vehicle using the AA jeeps.	20	Bronze
	Heavy Lifter	Kill an enemy after successfully paradropping an IFV.	20	Bronze
	Capture the Flag	Capture a flag while playing Capture the Flag.	20	Bronze
	It's No Sidecar	Get a kill from the passenger position on a motorcycle.	30	Silver
	Transport Pilot	Transport a flag carrier in an air vehicle while playing Capture the Flag.	30	Silver



End Game Vehicles

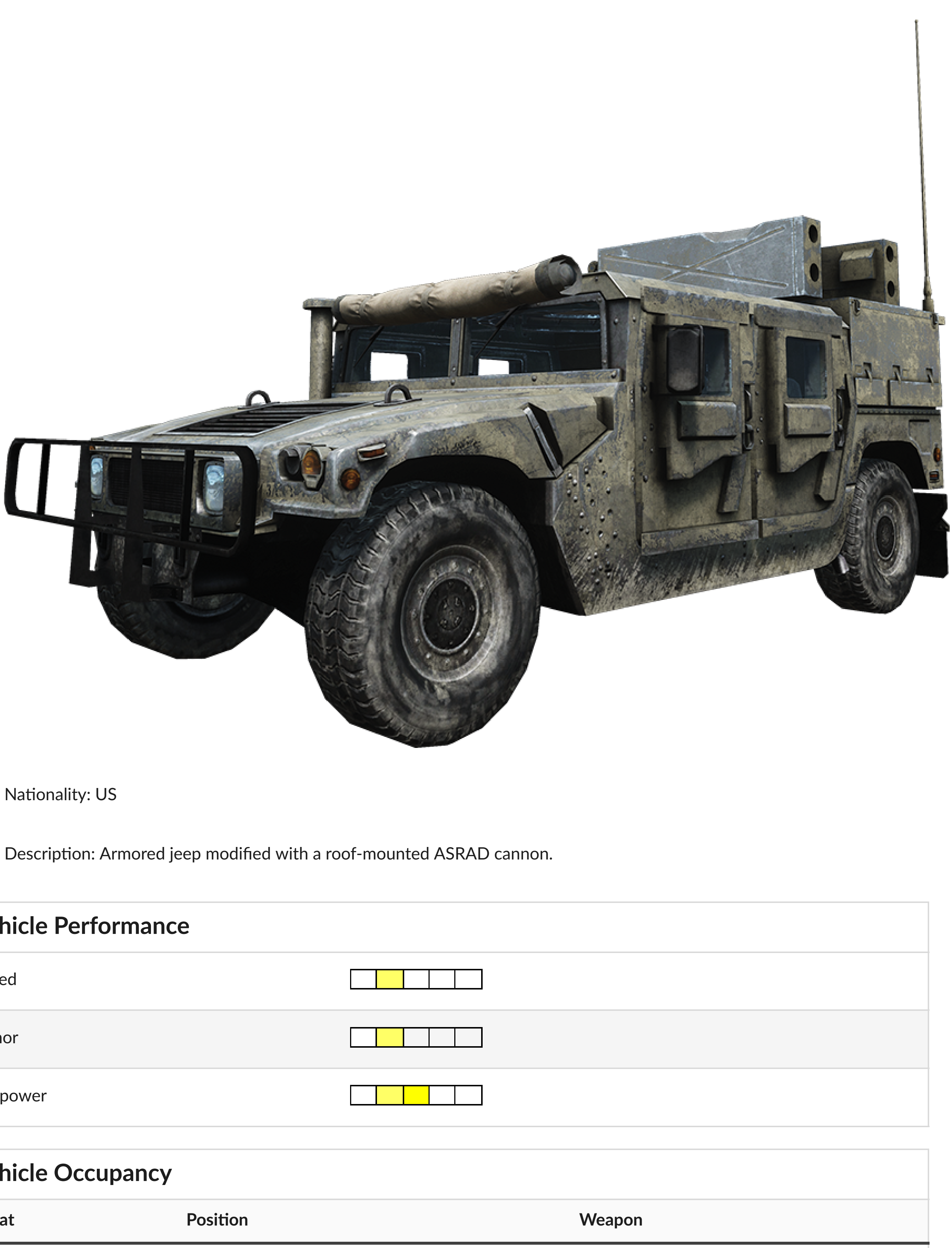
End Game Vehicles

Vehicles are an integral part to maintaining control and domination of your enemies on the battlefield. Whether on land or in the air, efficient use of these machines can turn the tide of a battle in either your favor or your enemies'. With Battlefield 3: End Game three new vehicles are cast into the fray, including a major strategic deployment platform, the imposing dropship. All of these prove to be highly capable and deadly additions to the battlefield.

Light Vehicles

While the Vodnik AA and the ASRAD may appear familiar to Battlefield veterans, their outfitting with an ASRAD cannon proves them to be highly capable assault vehicles across the landscapes presented in End Game. While still vulnerable to high explosives and particularly in direct combat with more powerful vehicles such as tanks and IFVs, these maneuverable light vehicles are efficient in the transport of troops to control points and M-COM stations and have enough firepower to stand on their own if the need arises. If direct conflict is not your style though, you can always opt for the newest addition to the light vehicle class: the dirtbikes. These swift and nimble vehicles may not be armored or outfitted with cannons, but the fact that they can outmaneuver any other vehicle that you may encounter makes them especially useful when flanking the enemy or taking position as a recon. Also, they are able to carry an additional passenger on board, so you can give teammates a ride with you as well. There are no vehicle unlocks or loadout options for these vehicles.

ASRAD



Nationality: US

Description: Armored jeep modified with a roof-mounted ASRAD cannon.

Vehicle Performance	
Speed	☐🟨☐☐☐
Armor	☐🟨☐☐☐
Firepower	☐🟨🟨☐☐

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	None
2	Gunner	ASRAD
3	Passenger	Troop Kit
4	Passenger	Troop Kit

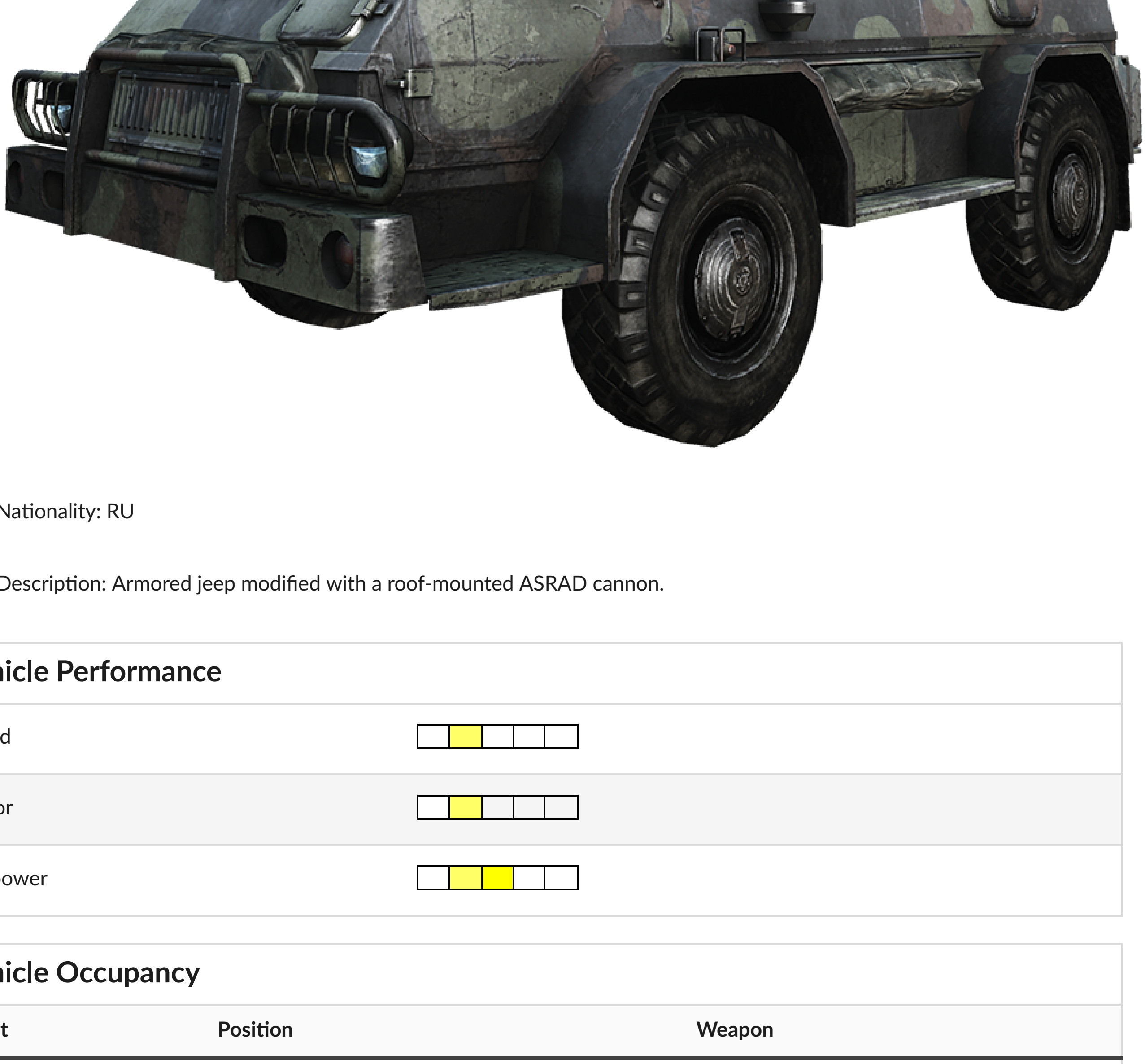
Field Notes

The ASRAD is a M1114 HMMWV that has been outfitted with a rooftop-mounted ASRAD cannon. While identical to the familiar HMMWV in terms of armor and speed, the addition of an ASRAD cannon makes this vehicle especially efficient in the destruction of aircraft. Aside from being an anti-aircraft vehicle, switching to secondary fire when in the gunner's position disables the lock-on capability of the cannon, enabling the gunner to fire upon land-based targets as well. With this in mind, it is possible to engage a tank or IFV, but given the lighter armor of the ASRAD it is best to attack these heavier vehicles while passing or make use of the vehicle's maneuverability to fire on them from behind.

Caution

While the occupants of the vehicle are relatively safe within the vehicle, the open windows present a hazard when attacked by explosives or a skilled marksman.

Vodnik AA



Nationality: RU

Description: Armored jeep modified with a roof-mounted ASRAD cannon.

Vehicle Performance	
Speed	☐🟨☐☐☐
Armor	☐🟨☐☐☐
Firepower	☐🟨🟨☐☐

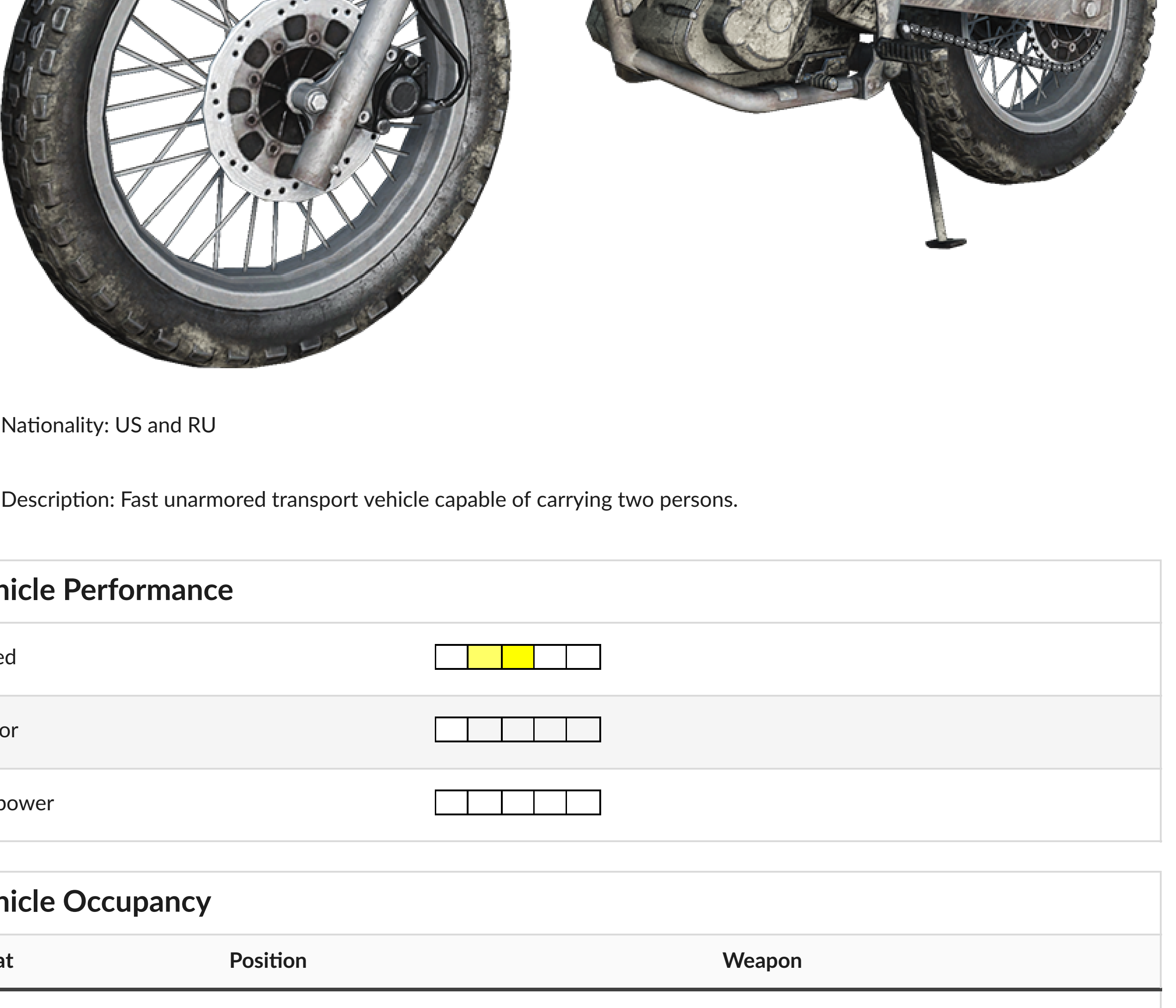
Vehicle Occupancy

Seat	Position	Weapon
1	Driver	None
2	Gunner	ASRAD
3	Passenger	Troop Kit
4	Passenger	Troop Kit

Field Notes

The Vodnik is no stranger to the battlefield. This time, it has been outfitted with an ASRAD cannon, making it particularly deadly to aircraft. As with its US counterpart, the ASRAD , switching to secondary fire while in the gunner's position enables the ability to fire the ASRAD unguided against targets. One advantage to the Vodnik AA over the ASRAD is that the Vodnik AA is an amphibious vehicle, meaning that traversal of waterways is possible should the vehicle be used for flanking or if it needs to make a quick escape. Like the ASRAD , though, the addition of an ASRAD cannon makes the vehicle useful against land-based targets and infantry.

Dirtbikes



Nationality: US and RU

Description: Fast unarmored transport vehicle capable of carrying two persons.

Vehicle Performance	
Speed	☐🟨🟨☐☐
Armor	☐☐☐☐☐
Firepower	☐☐☐☐☐

Vehicle Occupancy

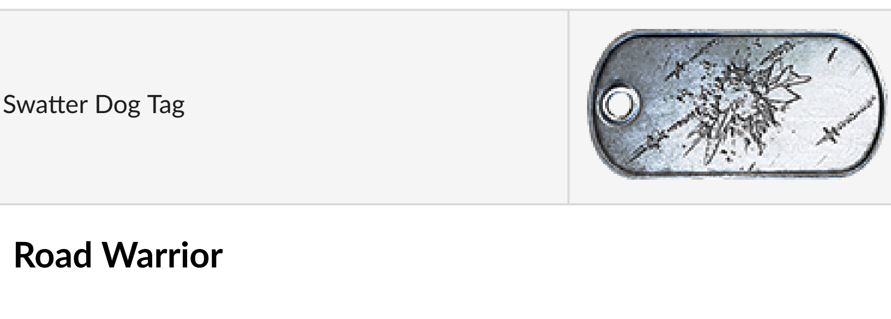
Seat	Position	Weapon
1	Driver	None
2	Passenger	Troop Kit

Field Notes

One of the fastest and the most maneuverable of the ground vehicles, the dirtbike is an unimposing transport vehicle that can quickly and efficiently navigate the battlefield, and it's small enough to enter buildings as well. While the driver may be unarmed, the passenger has full access to his own troop kit. While accuracy with a firearm is difficult when traveling at the high speeds the dirtbike is capable of, explosives, such as grenades and C4, are highly effective drive-by weapons.

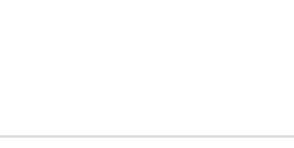
Light Vehicle-Related Assignments

Defender of the Earth



Criteria:

- Destroy five air vehicles using the AA jeeps.

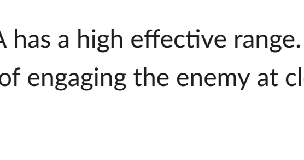
Reward:	
Fly Swatter Dog Tag	

Road Warrior

ROAD WARRIOR
20
1

Criteria:

- Destroy 20 vehicles.
- Get a roadkill with a dirtbike.

Reward:	
Road Warrior Dog Tag	
All About Precision Assignment	

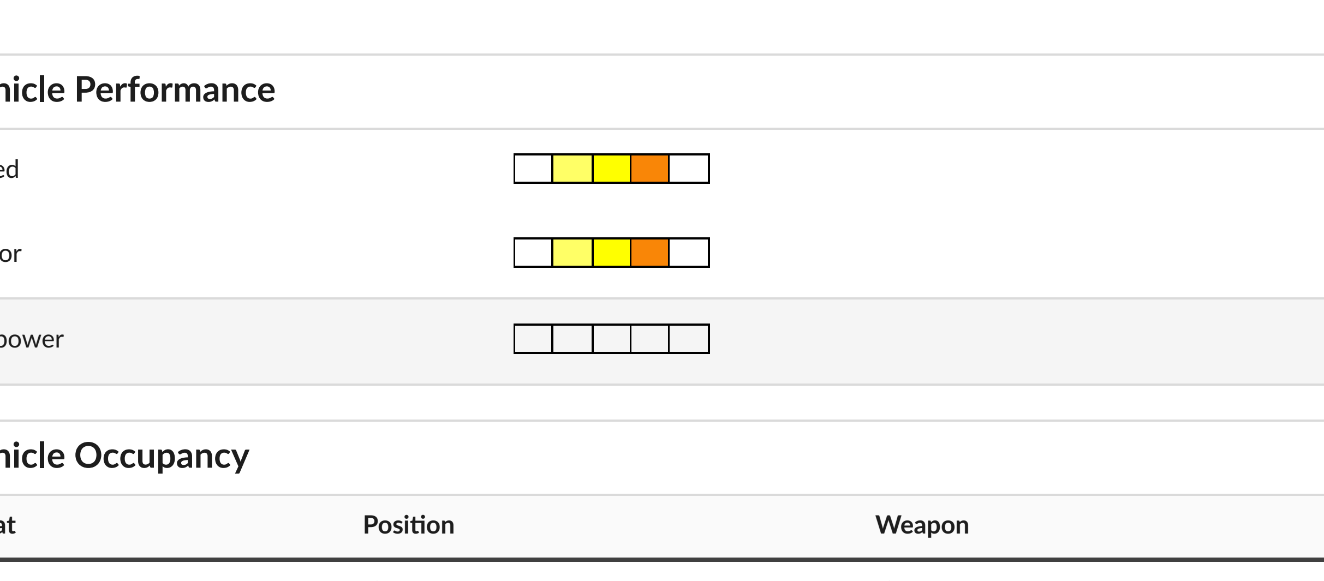
Light Vehicle Tactics

- Before riding a dirtbike, it is possible to throw an ammo crate or medic kit onto it. This effectively heals and resupplies the driver and passenger while they are on it.
- Sometimes, the most direct path is not the safest. In times like these, keep an eye out for the ramps that are located throughout the maps. Dirtbikes can take advantage of these to make quick escapes or get the jump on enemy forces.
- Dirtbikes make great bombs, too! These vehicles tend to be plentiful and maintain their momentum for some time after bailing out. So, if you don't mind destroying yours, strap some C4 to it and drive at breakneck speed toward your target and bail out; just don't forget to detonate the charge.
- The cannon on both the ASRAD and Vodnik AA has a high effective range. Use this to your advantage to protect control points and M-COMs from afar, instead of engaging the enemy at close range, where the vehicles' vulnerability to explosives can be exploited.

Dropship

One of the most strategically viable additions to the battlefield is the Dropship. This heavily armored support vehicle is afforded to a team that can control and maintain a specific control point within the field. While the aircraft itself is unarmed, the ability to deploy infantry and IFVs into the fray at a moment's notice will make this deployment platform a highly contested asset throughout the course of any battle.

Dropship



Nationality: US and RU

Description: Heavily armored airborne deployment platform capable of deployment of infantry and IFVs.

Vehicle Performance	
Speed	☐🟨🟨🟧☐
Armor	☐🟨🟨🟧☐
Firepower	☐☐☐☐☐

Vehicle Occupancy

Seat	Position	Weapon
N/A	N/A	N/A

Field Notes

Logistically, the dropship is an invaluable asset for the team in control of it. Able to drop infantry units and formidable IFVs into the field, the controlling team should expect the dropship to be subject to enemy attack the moment it appears over the battlefield. Any nearby allied aircraft should work to defend the vehicle from attack, keeping in mind that the countermeasures deployed from the dropship against locked-on weapons take a moment to reload after use. Paratroopers should also keep in mind that they are susceptible to splash damage while standing within the cargo bay of the aircraft prior to deployment.

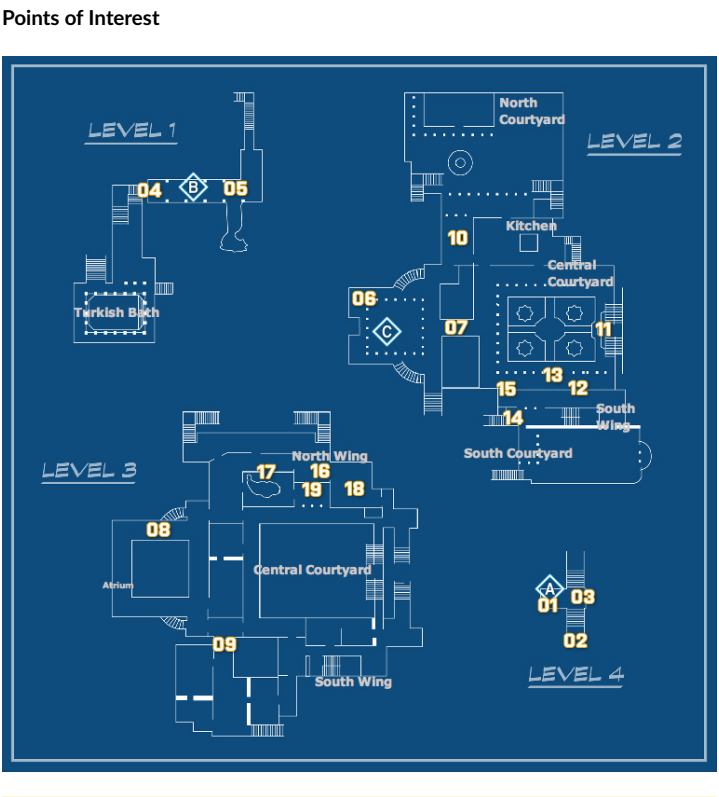
Dropship Tactics

- For units deploying into the field, they should be mindful of the dropship's position (indicated by a flashing beacon on the spawn screen minimap). Coordination of the airdrop behind enemy lines provides a chance to flank them.
- Only one airdropped IFV can be deployed at a time (except for Conquest 64 that affords two IFVs). Should the IFV be destroyed, there is a brief waiting period before another IFV can be deployed.
- During its descent, an airdropped IFV is vulnerable to attack. On the same note, the IFV can also fire its weapons, but its accuracy is greatly reduced when in the air.
- Before an airdrop, coordinate with your teammates on the ground to bombard the drop site prior to deployment

Close-Quarters Battlefields

Donya Fortress

Points of Interest



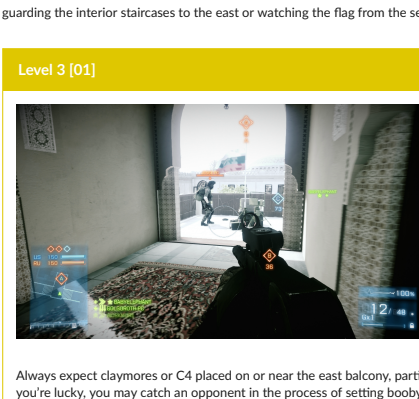
Click here for interactive maps

East Balcony (Flag A)

During Conquest Domination matches, this flag is located on the balcony on the east side of the central courtyard. The two staircases to the east are the only paths leading to this balcony, often making this area a deadly choke point. When your opponents hold the flag, always assume that C4 or claymores are in place. Consider firing rockets or tossing grenades ahead of your advance to detonate any booby traps.

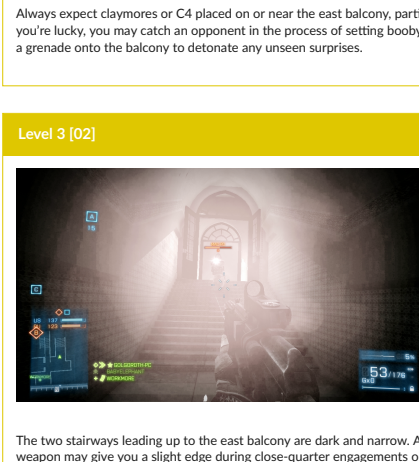
The balcony is the highest point on the map, making it a predictable sniper perch. But don't consider sniping from the balcony unless you have a teammate watching the eastern staircases. Recon troops posted on the balcony leave themselves open to knife attacks from behind. And don't think the low decorative wooden railing on the balcony's perimeter will protect you from incoming fire. This wooden railing splinters and disintegrates under concentrated small-arms fire or explosions, leaving the balcony completely exposed. For best results, capture the flag and move away from the balcony. Defenders are better off guarding the interior staircases to the east or watching the flag from the second-floor walkway ringing the courtyard.

Level 3 [01]



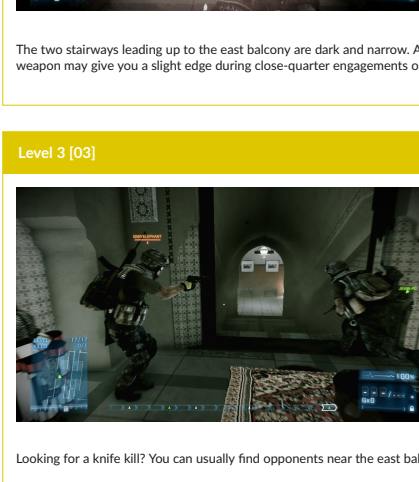
Always expect claymores or C4 placed on or near the east balcony, particularly during Conquest Domination matches. If you're lucky, you may catch an opponent in the process of setting booby traps. Even if you don't see anything, always toss a grenade onto the balcony to detonate any unseen surprises.

Level 3 [02]



The two stairways leading up to the east balcony are dark and narrow. Attaching a tactical light or laser sight to your weapon may give you a slight edge during close-quarter engagements on these stairways.

Level 3 [03]



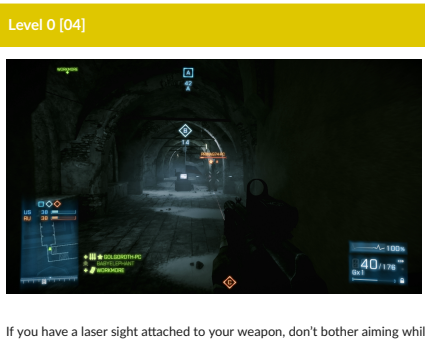
Looking for a knife kill? You can usually find opponents near the east balcony, taking advantage of its elevated view.

Underground Passage (Flag B)

Located directly beneath the central courtyard, the fight for this flag takes place in a dark, narrow underground passage during Conquest Domination matches. There are three entry points to this passage: the stairs connected to the north wing, the hole on the south side of the courtyard, and the stairs to the west connected to the Turkish bath. Opponents approaching from Flag A are most likely to enter through the hole in the courtyard. Attackers approaching from Flag C will probably enter from the Turkish bath to the west.

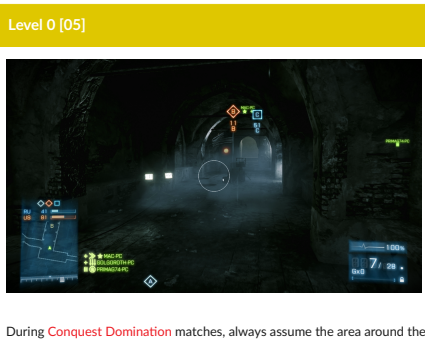
Instead of watching or booby-trapping all entry points, defenders are better off focusing their efforts around the flag. Anyone within the flag's capture radius is completely exposed. Given the cramped setting, shotguns and PDWs (personal defense weapons) are deadly down here. And due to the dark environment, laser sights and tactical lights are very effective; use them to blind your opponents. If you don't have the manpower (or desire) to actively defend this flag, drop claymores or C4 within the capture radius to score some sneaky kills.

Level 0 [04]



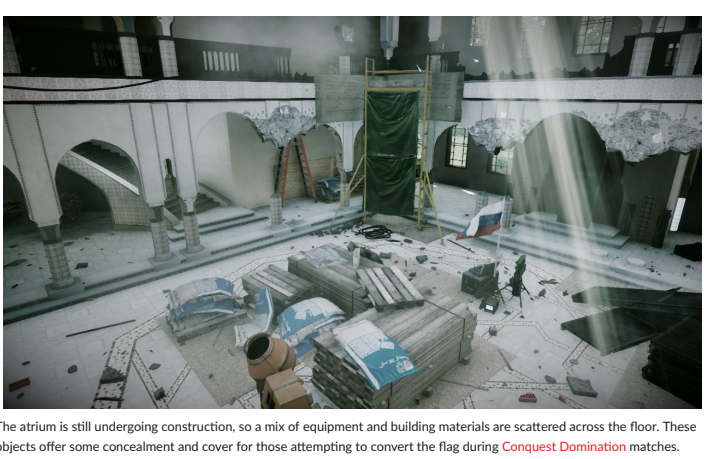
If you have a laser sight attached to your weapon, don't bother aiming while engaging enemies down here. The laser sight improves hip accuracy, greatly increasing the chances of hitting your target.

Level 0 [05]



During Conquest Domination matches, always assume the area around the flag is booby trapped with either C4 or claymores. Always toss a grenade toward the flag before approaching. It's important to detonate any traps before attempting to convert the flag.

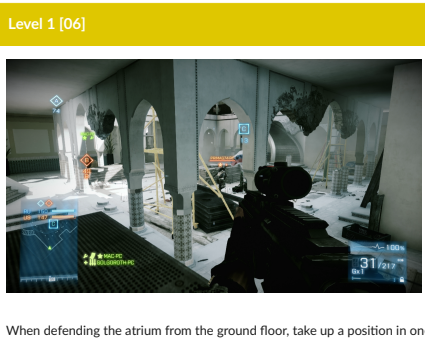
Atrium (Flag C)



The atrium is still undergoing construction, so a mix of equipment and building materials are scattered across the floor. These objects offer some concealment and cover for those attempting to convert the flag during Conquest Domination matches. However, there are very few places to hide when opponents are positioned on the upper-level promenade ringing the perimeter of this large room. Attackers should always try clearing this walkway before heading downstairs to convert the flag.

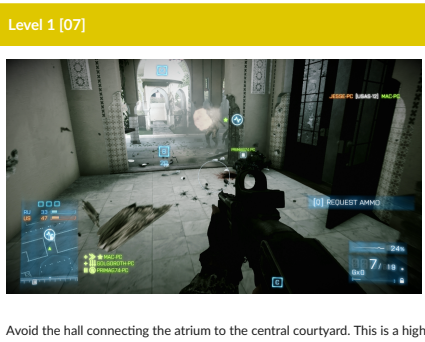
The atrium is located just west of the central courtyard and is a high-traffic area with walkways and stairways leading to adjoining locations, such as the Turkish bath to the south and the kitchen to the north. If you choose to stay put here, keep your back to the western wall where you're less likely to be stabbed from behind. Midrange weapons like carbines and assault rifles work well in the atrium, capable of dropping targets at various distances. Those armed with PDWs and shotguns may be outmatched here, especially when firing between the atrium's upper and lower levels.

Level 1 [06]



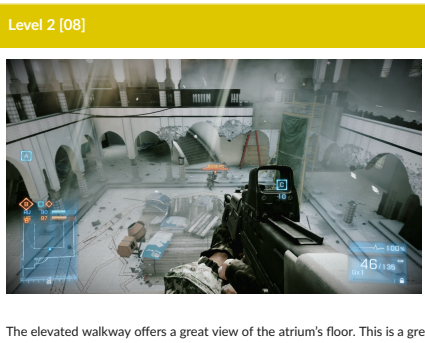
When defending the atrium from the ground floor, take up a position in one of the western corners. Placing your back to the western wall ensures nobody can sneak up behind you. Building materials also offer decent concealment.

Level 1 [07]



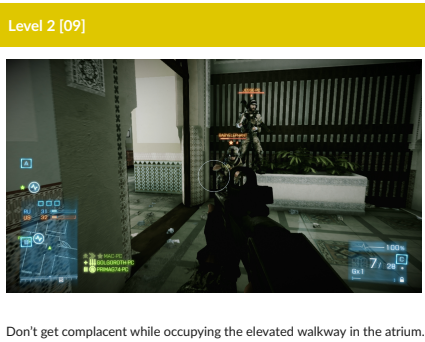
Avoid the hall connecting the atrium to the central courtyard. This is a high-traffic choke point. Plus, this area can be viewed by sharpshooters positioned near the east balcony. It's safer to move through the interior hallways.

Level 2 [08]



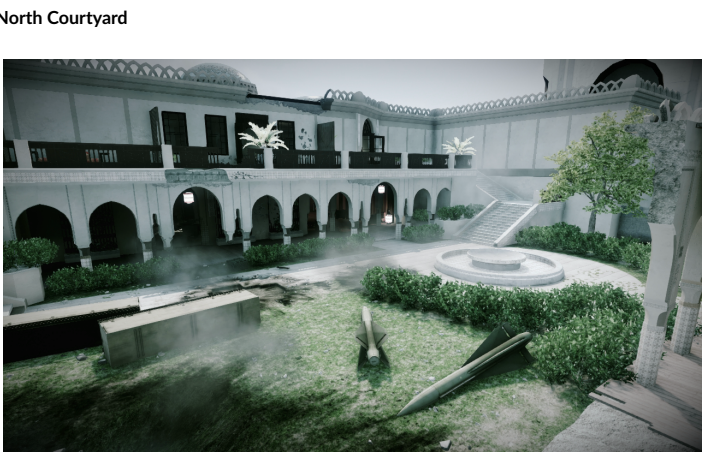
The elevated walkway offers a great view of the atrium's floor. This is a great overwatch position during Conquest Domination matches, allowing you to engage any opponents gathered near the flag.

Level 2 [09]



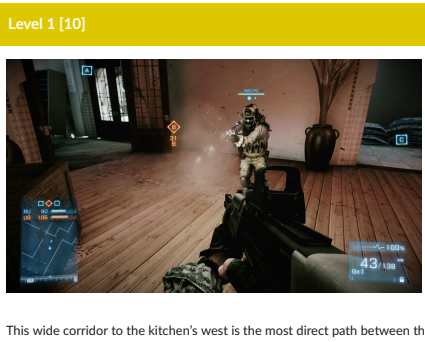
Don't get complacent while occupying the elevated walkway in the atrium. Opponents may arrive through the adjoining hallways connected to the north and south wings. So always stay on the move and keep watching for new arrivals on the top and bottom floors.

North Courtyard



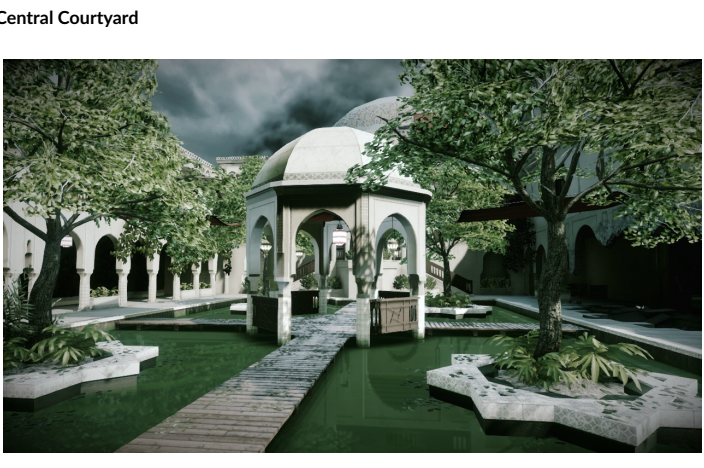
In most game modes, this courtyard is a spawn location, offering direct access to the kitchen and northern living quarters on the second floor. While this courtyard is somewhat isolated on the map's northern edge, it is still a potential kill zone. The courtyard offers remarkably long sightlines, particularly from east to west. The upper-level balcony on the south side also offers a great view of the courtyard. But don't make a habit of camping on this high-traffic footpath unless you want to catch a knife in the back. During Squad or Team Deathmatch games, consider occupying the structure on the courtyard's north side and using it as a firebase, engaging foot traffic to the south. If you hope to last a while here, bring along an assault rifle.

Level 1 [10]



This wide corridor to the kitchen's west is the most direct path between the north courtyard and the central courtyard. You're likely to encounter both friends and enemies while moving through this passage, so stay on your toes.

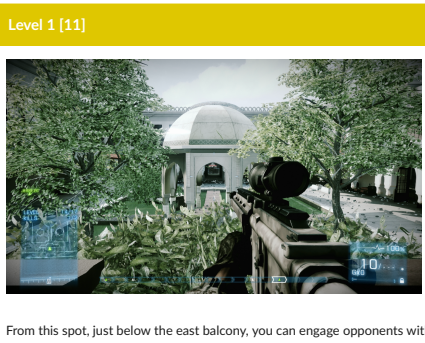
Central Courtyard



The central courtyard is by far the most congested area of the map in every game mode. So if you're looking for kills and don't mind exposing yourself to incoming fire, this is the place to go. But even if you have the courage to enter this kill zone, avoid the center. Movement through the shallow water surrounding the central gazebo is slow. Plus, the gazebo doesn't offer much solid cover from opponents posted around the upper-level perimeter walkway. The four trees in the courtyard do offer some welcome concealment. . . at least while they're still standing. But for the most part, stick to the perimeter walkways of the courtyard to avoid getting caught in a cross fire.

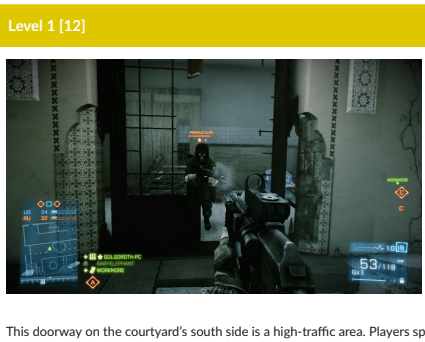
The tiled columns flanking the courtyard's lower level are destructible, kicking up large clouds of dust when shot with any weapon. If you find yourself taking fire from an unknown source, shoot the columns in an attempt to create a makeshift smoke screen. The clouds of dust may just be enough to conceal your movements until you can reach the safety of one of the adjoining corridors.

Level 1 [11]



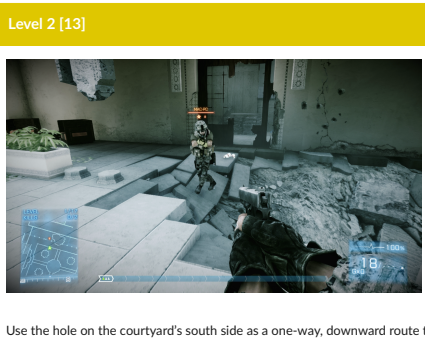
From this spot, just below the east balcony, you can engage opponents within the atrium on the map's far west side. However, don't make a habit of pausing here long. Given the heavy activity in the central courtyard, you're likely to be flanked (or stabbed) if you loiter here.

Level 1 [12]



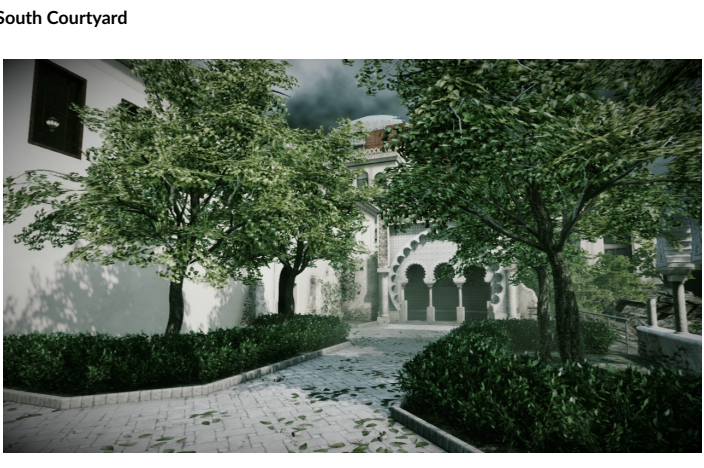
This doorway on the courtyard's south side is a high-traffic area. Players spawning in the south courtyard often pass through this doorway while moving into the central courtyard or down through the nearby hole leading into the underground passage. Keep your weapon raised and ready to fire while near this doorway.

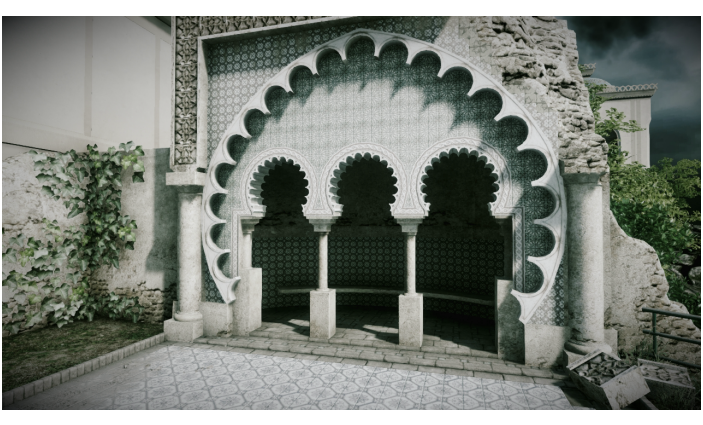
Level 2 [13]



Use the hole on the courtyard's south side as a one-way, downward route to reach the underground passage. Avoid emerging from this hole, as your visibility is limited, giving opponents in the central courtyard the advantage.

South Courtyard





Like the north courtyard, the south courtyard is a popular randomized spawn point in each game mode. Since it is tucked away on the map's south side, foot traffic here is usually light, making it a good way to sneak into the adjoining atrium or Turkish bath. The staircase on the courtyard's southwest side leads directly to a second-floor corridor, only meters from the atrium.

You can also step into the adjoining hallway on the courtyard's north side to access another stairway leading down to the Turkish bath. From there, you can advance to the underground passage and travel beneath the central courtyard to the map's north side, safely avoiding the carnage above. Due to the courtyard's large size and sparse cover, avoid direct engagements here unless equipped with a carbine or assault rifle. Otherwise you're better off running for cover and taking the fight indoors, within the rooms and corridors of the adjoining south wing. Always watch out for campers hiding in the covered nook on the east side of the south courtyard.

Kitchen

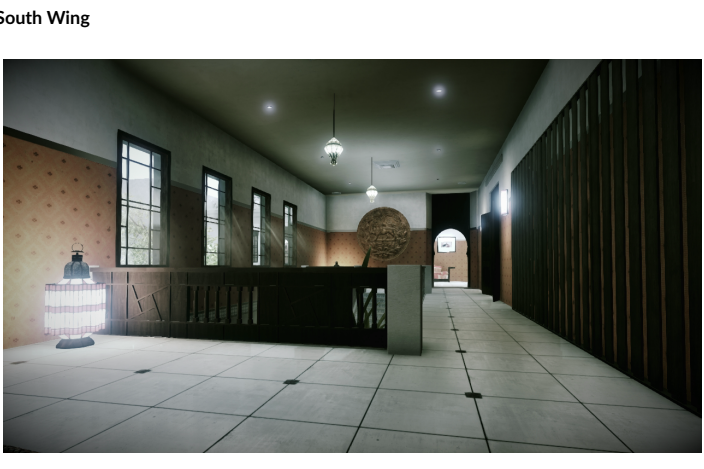
The kitchen is a high-traffic area for players transitioning between the north courtyard and central courtyard. Located directly north of the central courtyard, it's also a popular refuge spot for those attempting to avoid incoming fire.

But even before any match begins, the kitchen has already seen its fair share of collateral damage. There's a gaping hole in the kitchen's ceiling allowing for a quick transition from the second to the first floor. While moving through the kitchen, be mindful of this hole in the ceiling and watch for opponents trying to shoot you. If you're not careful, they may wait until you pass, then drop down behind you for a sneaky knife kill. But don't make a habit of camping above the kitchen and waiting for victims. In a map this compact, staying in one spot for too long is extremely dangerous.

Turkish Bath

The Turkish bath is located on the map's south side, connected to the underground passage. This area is somewhat dark and remote but can become a high-traffic area, particularly during Conquest Domination. While the underground passage offers direct access to the Turkish bath, so, too, do two staircases: one on the south side of the atrium and another in the southern corridor adjacent to the south courtyard. Like the nearby atrium, the Turkish bath is undergoing renovations and is only dimly lit by portable work lights. When operating down here, consider activating your tactical lights and laser sights in an attempt to blind your opponents. But if camping is your thing, consider hiding in a corner and mowing down opponents while firing a weapon with an attached suppressor to mask your muzzle flash.

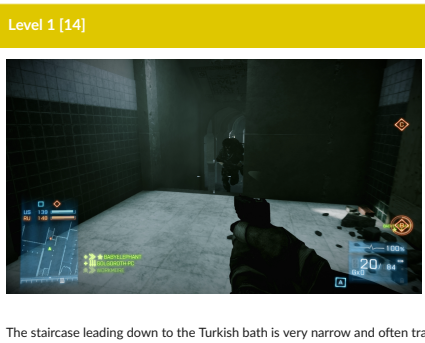
South Wing



The south wing is a popular thoroughfare for players spawning in the south courtyard and moving toward the central courtyard, atrium, or east balcony. The bottom floor of the south wing consists of a narrow corridor with two staircases: one leads down to the Turkish bath and the other leads up to the second floor. Moving through the Turkish bath is a great way to sneak up on the atrium. But if you want to reach the east balcony, head upstairs. There are a couple of offices up here that overlook the central courtyard.

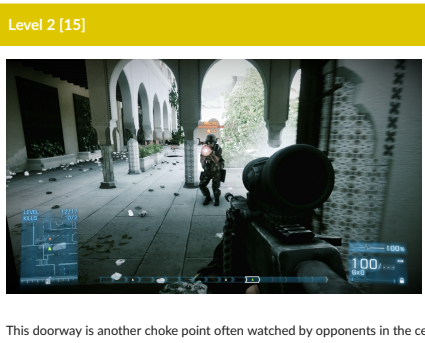
Moving through these offices is far preferable to exposing yourself to the chaos in the central courtyard. By exiting through the office's eastern door, you can easily access the southern staircase leading up to the east balcony. Most of the south wing is entirely indoors, so plan accordingly. Shotguns and PDWs equipped with laser sights are very effective in these enclosed spaces.

Level 1 [14]



The staircase leading down to the Turkish bath is very narrow and often traversed by sprinting opponents. Simply keeping your weapon lowered and ready to fire will allow you to get the jump on opponents moving through this tight space. There's no need to aim through a scope or iron sights at this range.

Level 2 [15]

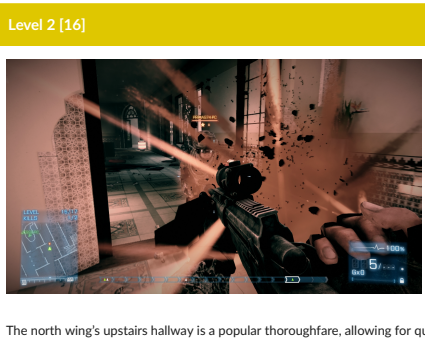


This doorway is another choke point often watched by opponents in the central courtyard. Be careful when exiting here and always be ready to open fire.

North Wing

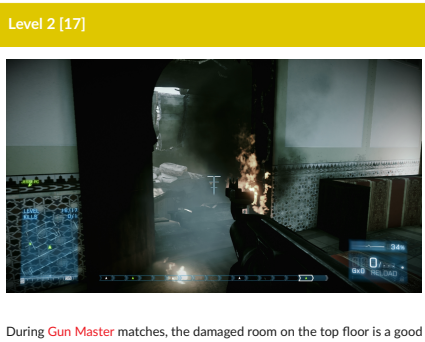
The bottom floor of the north wing consists almost entirely of the kitchen. There is a small lounge on the kitchen's west side that connects the north courtyard to the atrium. This is a quick way to reach the atrium without exposing yourself to fire in the arena-like central courtyard. There are a couple of studies on the second floor, flanking a heavily damaged room with a gaping hole in the floor. Drop through the floor to reach the kitchen. If you want to avoid the damaged room, stick to the narrow corridor on the north side. This corridor connects the two upper-floor studies and is a quick way to make the transition between the east and west sides of the map. It is great for racing from the atrium to the east balcony. From the eastern study, it's possible to reach the east balcony by climbing the nearby staircase, all without stepping foot in the chaotic central courtyard. Like the south wing, this wing consists of corridors and small rooms. Heavy-hitting shotguns and rapid-firing PDWs are often your best bet at surviving enemy encounters here.

Level 2 [16]



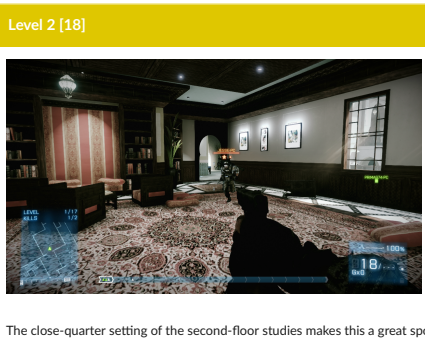
The north wing's upstairs hallway is a popular thoroughfare, allowing for quick east–west transitions. Despite the hallway's length, this is no place for slow-firing sniper rifles. Avoid sprinting and keep a PDW or shotgun ready to fire while moving through this corridor.

Level 2 [17]



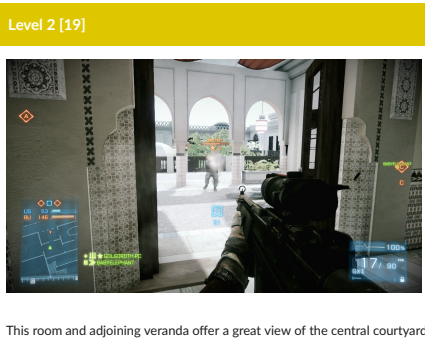
During Gun Master matches, the damaged room on the top floor is a good spot to target opponents with the M320 LVG grenade launcher. From here, you can drop grenades through the hole in the floor to target opponents in the kitchen below.

Level 2 [18]



The close-quarter setting of the second-floor studies makes this a great spot to score your first few pistol kills during Gun Master matches. Stay clear of the central courtyard until you have a carbine or assault rifle.

Level 2 [19]

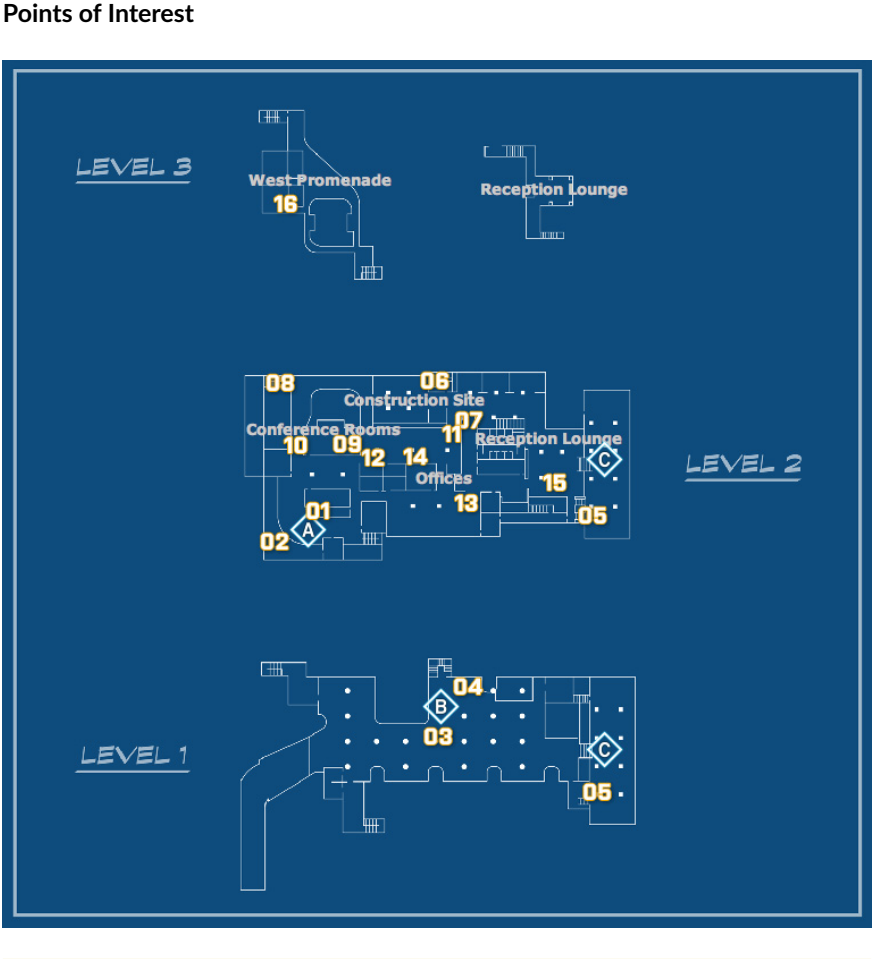


This room and adjoining veranda offer a great view of the central courtyard and south wing. From here you can engage the cross-traffic on the central courtyard's upper-level walkway or snipe opponents in the south wing's offices.

Close-Quarters Battlefields

Operation 925

Points of Interest

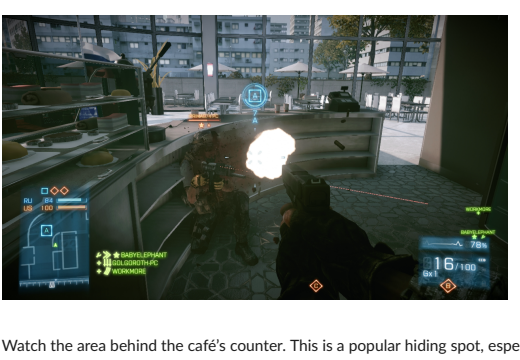


Click here for interactive maps

Café (Flag A)

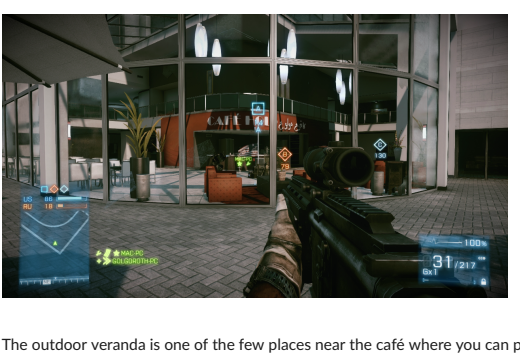
The café is located in the southwest corner of the building's first floor. During Conquest Domination matches, this is the home of Flag A, sitting just south of the café's counter. There is virtually no cover or concealment within the flag's capture radius, so consider deploying smoke before attempting to convert this flag, especially if you suspect opponents are camping nearby. The area behind the café's counter is accessible and is a popular hiding spot. Also watch the outdoor veranda to the south and the upstairs promenade, just above the café. Defenders posted on the promenade and connecting walkways have a clear view of the café, often allowing them to get the jump on attackers scurrying about the floor below. This area has one of the more wide-open spaces on the map; prepare for engagements at intermediate range. As a result, carbines and assault rifles are well suited for firefights in this area.

Level 1 [01]



Watch the area behind the café's counter. This is a popular hiding spot, especially during Conquest Domination matches. Flag A can be converted and contested from behind the counter.

Level 1 [02]



The outdoor veranda is one of the few places near the café where you can put your back up against a wall and engage the cross-traffic. This is a good defensive position while watching Flag A during Conquest Domination matches.

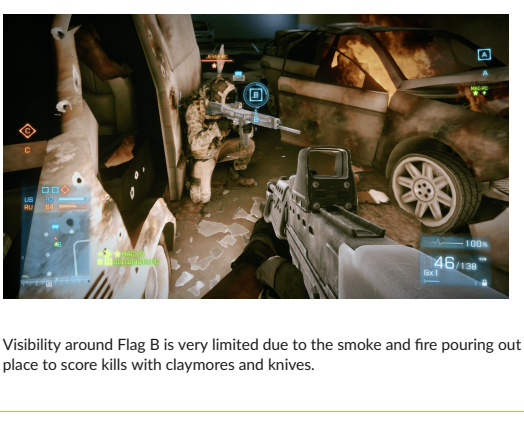
Parking Garage (Flag B)

The parking garage comprises the map's entire bottom floor, offering remarkably long sight lines that are ideal for assault and sniper rifles. Flag B is also here during Conquest Domination matches, situated between three burning vehicles near the center of the floor.

The fire, smoke, and vehicles all provide excellent cover and concealment while within the flag's compact capture radius. But always prepare for booby traps and ambushes when moving into this tight space, as there isn't much room to maneuver while converting the flag. Regardless of game mode, exercise caution while moving through the parking garage, always using the various pillars and parked cars for cover to avoid getting sniped. There are various staircases leading down into the parking garage, so always be mindful of these entry points when operating down here. If you're not careful, an opponent can sneak up behind you and steal your dog tags. When possible, keep your back to a wall to avoid such surprise attacks.

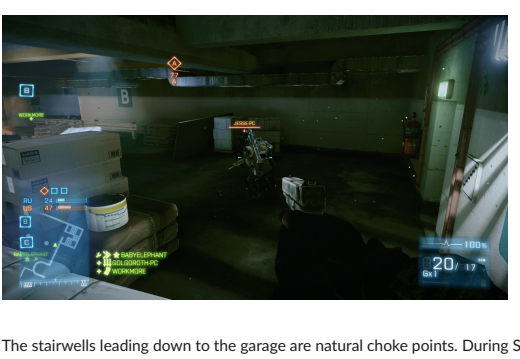
The parking garage is somewhat dark, but tactical lights and laser sights aren't terribly beneficial here; they can give away your position. You're better off attaching suppressors or flash suppressors to hide your muzzle flash.

Level 0 [03]



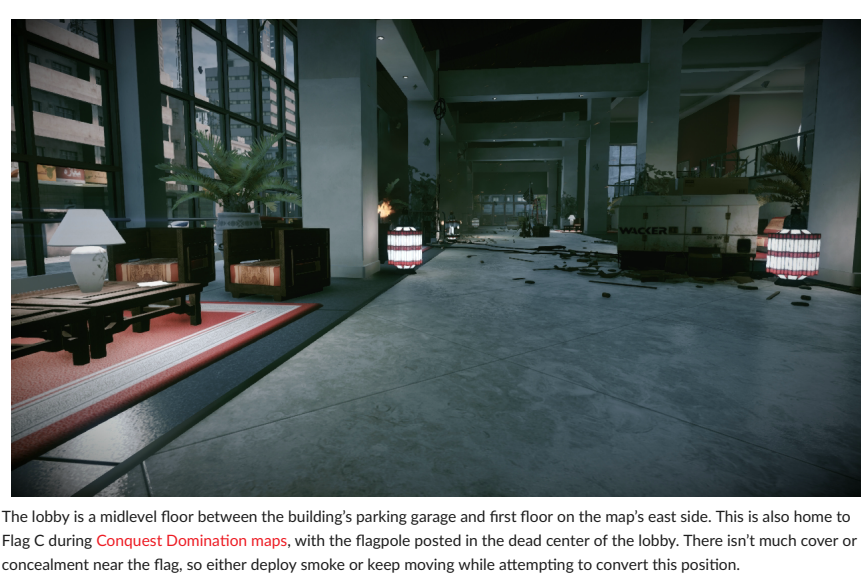
Visibility around Flag B is very limited due to the smoke and fire pouring out of the nearby vehicles. This makes it a good place to score kills with claymores and knives.

Level 0 [04]



The stairwells leading down to the garage are natural choke points. During Squad or Team Deathmatch games, consider locking down the whole garage by ambushing traffic moving through these narrow passages.

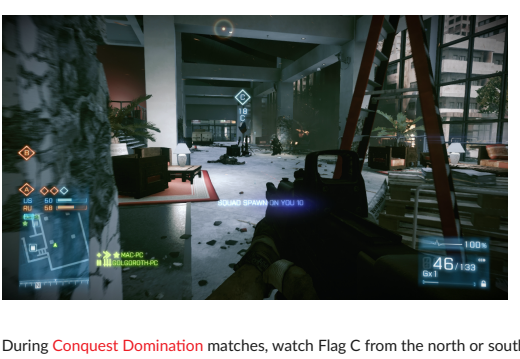
Lobby (Flag C)



The lobby is a midlevel floor between the building's parking garage and first floor on the map's east side. This is also home to Flag C during Conquest Domination maps, with the flagpole posted in the dead center of the lobby. There isn't much cover or concealment near the flag, so either deploy smoke or keep moving while attempting to convert this position.

The lobby's rectangular layout allows for some exceptionally long sight lines, particularly from north to south. Expect to find recon troops posted on the north or south ends of the lobby, looking for sniping victims. On the lobby's southern side is a small staircase leading up to a small upstairs lounge. This is also a popular defensive position, so don't forget to look up. Given the openness and long sight lines afforded by this location, consider avoiding the lobby unless you're equipped with an assault rifle or carbine. Sniper rifles can also be effective here, but because of the fast-paced action, opt for the semiautomatic variety over bolt-action rifles.

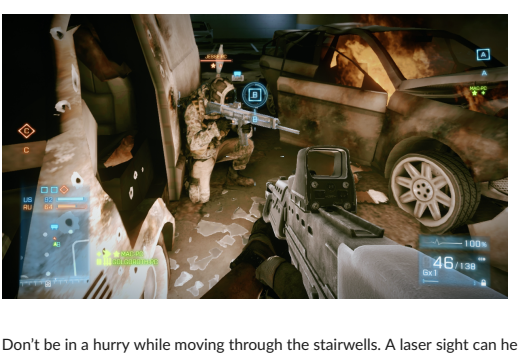
Level 0 [05]



During Conquest Domination matches, watch Flag C from the north or south sides of the lobby. Either side offers a great view of the flag, allowing you to drop opponents from long range.

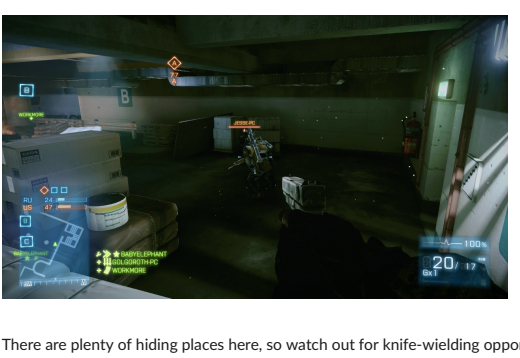
Construction Site

Level 1 [06]



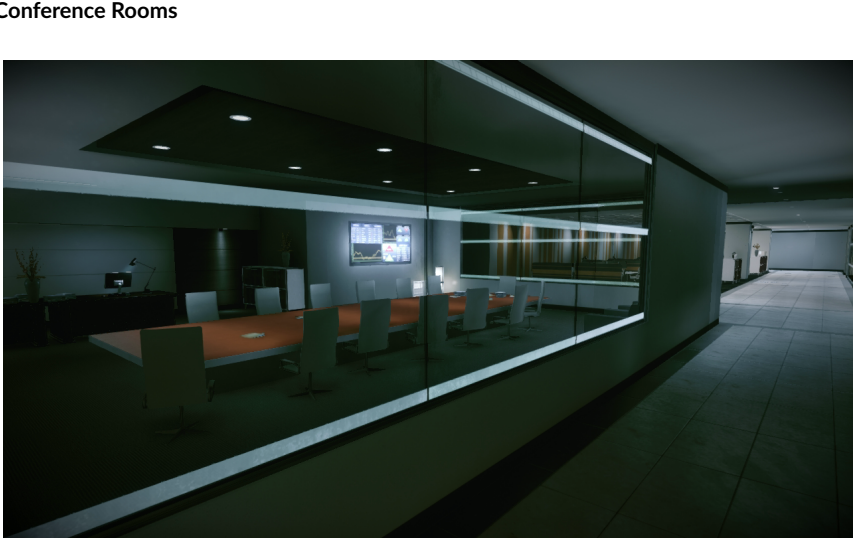
Don't be in a hurry while moving through the stairwells. A laser sight can help during these close encounters, increasing your weapon's accuracy while firing from the hip. There's no need to aim at this range.

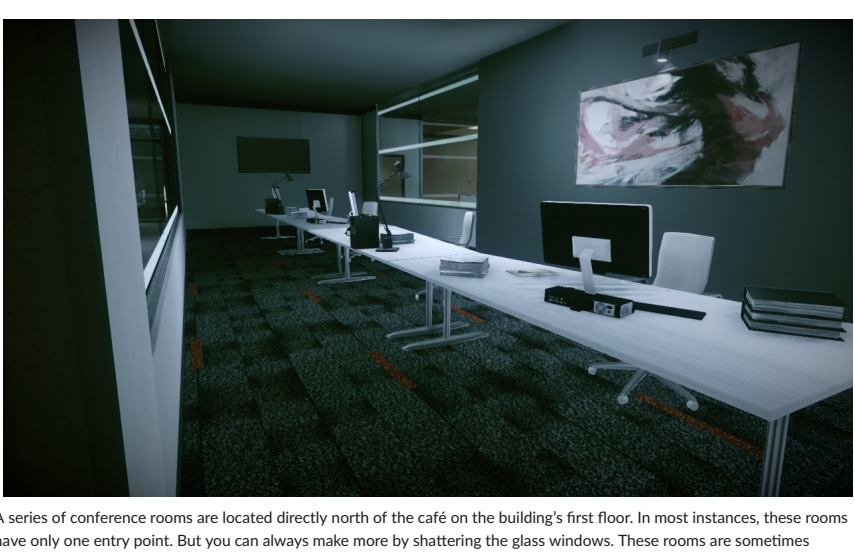
Level 1 [07]



There are plenty of hiding places here, so watch out for knife-wielding opponents lurking in the shadows. If you're trying to win a Gun Master match, this is a good place to stalk your prey.

Conference Rooms

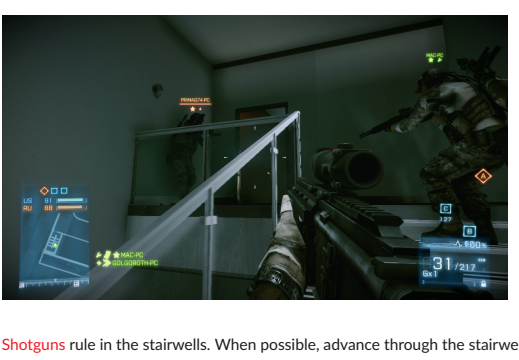




A series of conference rooms are located directly north of the café on the building's first floor. In most instances, these rooms have only one entry point. But you can always make more by shattering the glass windows. These rooms are sometimes popular hiding spots for campers looking to engage the cross-traffic in the adjoining halls. If you're not careful, you can get trapped in these rooms as opponents lob grenades and launch rockets in your direction.

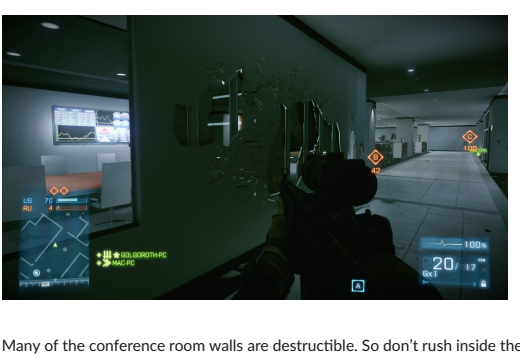
Maneuvering in these tight spaces is made more difficult by collisions with furniture such as desks and chairs, so think twice before cornering yourself in one of these cramped rooms. And don't think the walls will provide you much protection. Most of the walls here can be penetrated by small-arms fire. The nearby corridors don't offer much refuge either. Players positioned at the east or west ends of these long hallways can take advantage of these long sight lines, dropping opponents with precision sniper rifles and assault rifles.

Level 1 [08]



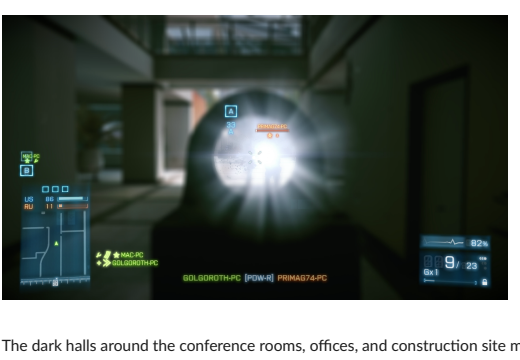
Shotguns rule in the stairwells. When possible, advance through the stairwells with at least one teammate, but don't bunch up. If you're too close to each other, a few shotgun blasts could send you both back to the spawn screen.

Level 1 [09]



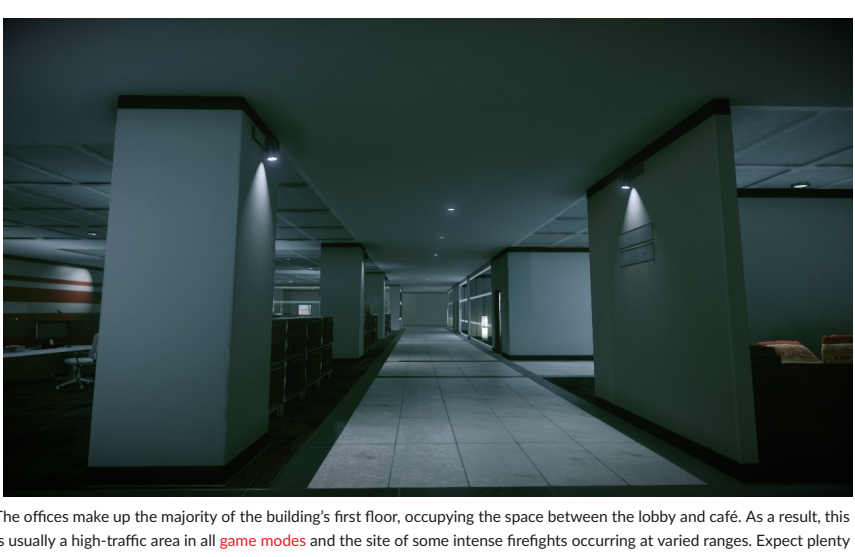
Many of the conference room walls are destructible. So don't rush inside these rooms to escape incoming fire. Small-arms fire and explosives can open large holes in these walls.

Level 1 [10]



The dark halls around the conference rooms, offices, and construction site make tactical lights and laser sights very effective when it comes to blinding your opponents.

Offices

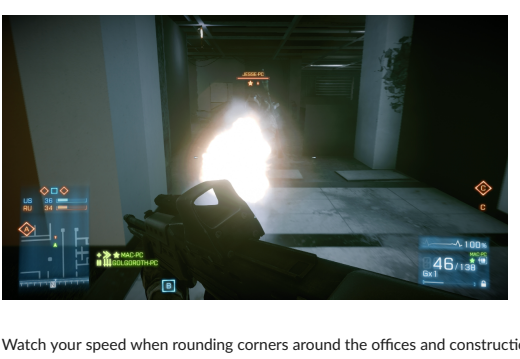


The offices make up the majority of the building's first floor, occupying the space between the lobby and café. As a result, this is usually a high-traffic area in all game modes and the site of some intense firefights occurring at varied ranges. Expect plenty of shattering glass and holes punched through wall as the bullets start flying. There are two separate cubicle banks situated on the north and south sides of this area.

When moving through the cubicle areas, stay low to avoid being spotted. While the cubicles provide excellent concealment, they make for lousy cover, breaking apart at the slightest impact. If you start taking fire, drop prone to avoid getting hit through the flimsy cubicle walls. The offices between the two cubicle banks don't offer much more protection, surrounded by glass and thin walls.

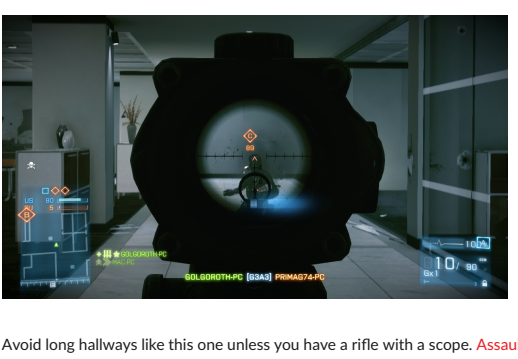
Only duck inside these offices momentarily to avoid getting hit by incoming fire. Like the nearby conference rooms, there's usually only one entry point to each office. If you're not careful, you can get cornered here. Overall this is a dangerous high-traffic area. The construction area to the north offers a bit more cover and concealment, making it the safer route to transition between the east and west sides of the map.

Level 1 [11]



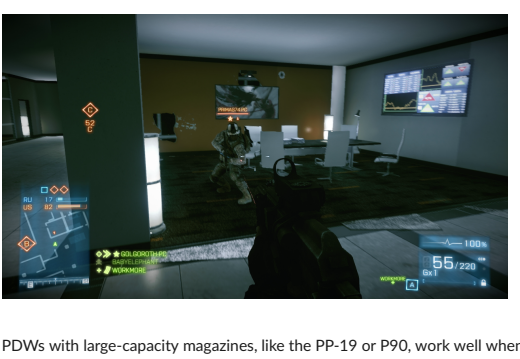
Watch your speed when rounding corners around the offices and construction site. If you're sprinting and come face-to-face with an opponent, you probably won't have a chance to raise your weapon before you're shot at point-blank range. It's better to move slowly with your weapon raised.

Level 1 [12]



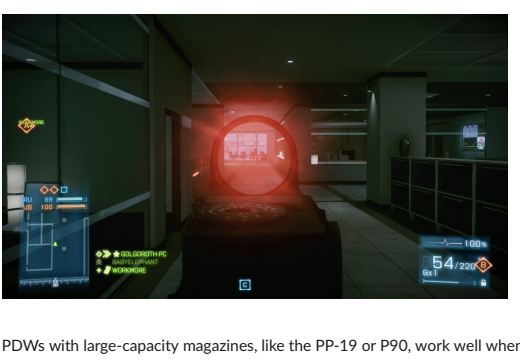
Avoid long hallways like this one unless you have a rifle with a scope. Assault rifles and sniper rifles work well here.

Level 1 [13]



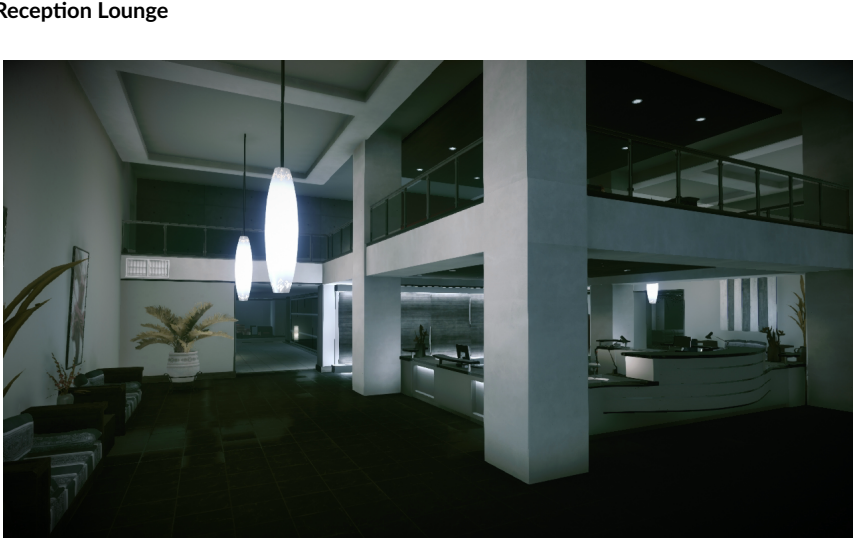
PDWs with large-capacity magazines, like the PP-19 or P90, work well when fighting at close range in the offices. Equip a laser sight to improve hip accuracy, then simply hold down the trigger while spraying your opponents with automatic fire.

Level 1 [14]



PDWs with large-capacity magazines, like the PP-19 or P90, work well when fighting at close range in the offices. Equip a laser sight to improve hip accuracy, then simply hold down the trigger while spraying your opponents with automatic fire.

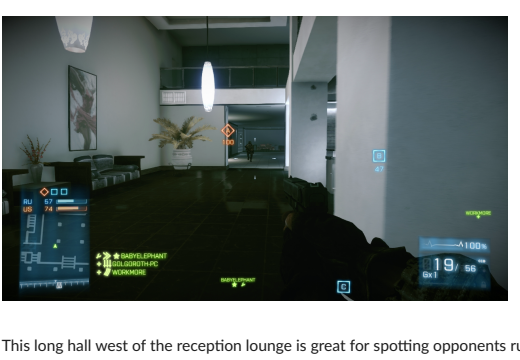
Reception Lounge



The reception lounge is located just west of the lobby. A large reception desk dominates the floor plan here. It is surrounded by plush seating, potted plants, and modern art. While the ground floor here is mostly a transitional area, there is an elevated seating area just above the reception desk that can serve as a great defensive overmatch position.

You can access this elevated lounge via two staircases to the south and north, offering great views of the floor below. This is a popular sniper perch during Conquest Domination matches as recon troops pick off attackers rushing toward Flag C. But this elevated position is popular in other game modes, too, because it offers a brief reprieve from the chaos on the floor below. But if you wish to hold this position, make sure you have a teammate or two to watch your back. Alternatively, you can deter opponents from sneaking up on you by planting claymores on the two staircases leading up to this platform.

Level 1 [15]



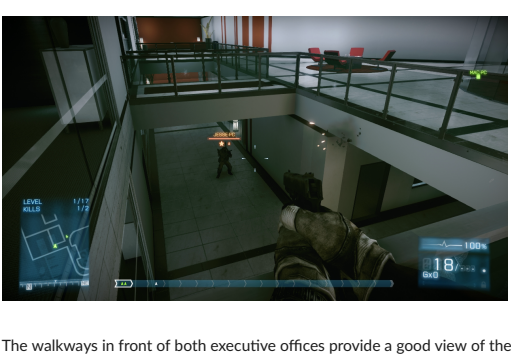
This long hall west of the reception lounge is great for spotting opponents rushing through the offices. But you'll want a weapon with some range to deal damage at this distance.

West Promenade

This second-floor promenade spans the area above the café and conference rooms on the map's west side. The promenade features a conference room and a couple of large executive offices. But the key feature here is the elevated position offered by the walkway above the café. This becomes a crucial overwatch point during Conquest Domination matches. It can also prove vital during different game modes, allowing you to fire down on opponents scurrying about the floor below.

You can access the promenade via two stairwells located on the north and south ends. During Team or Squad Deathmatch games, consider holding this area with the help of your teammates. By locking down the two stairwells, it's possible to maintain this elevated position and get the jump on your opponents. But unless you have both stairwells covered or booby-trapped, don't get too comfortable up here. It'll only be a matter of time before one of your opponents approaches to steal your perch.

Level 2 [16]

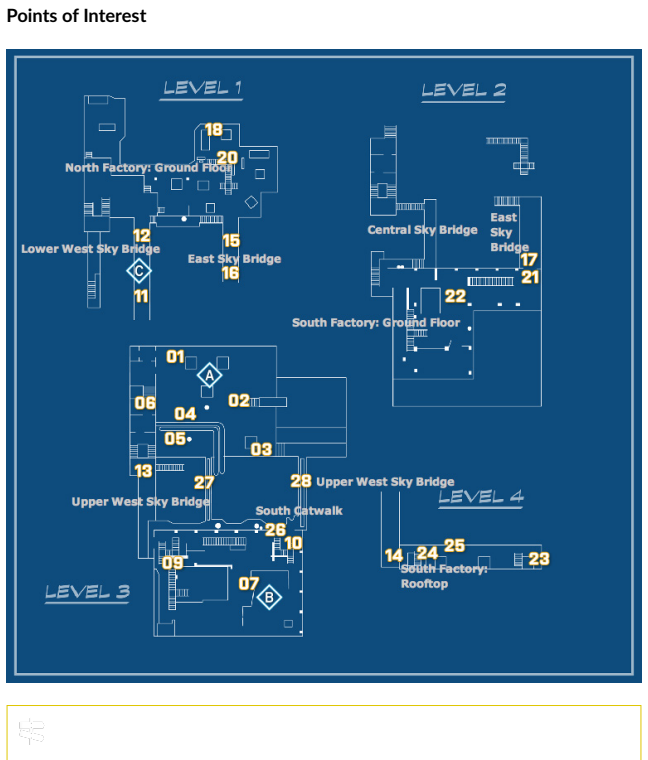


The walkways in front of both executive offices provide a good view of the floor below. Use these elevated positions to get the jump on your opponents. But be ready to retreat into an office if you take return fire. The walkway's glass railing offers zero protection.

Close-Quarters Battlefields

Scrapmetal

Points of Interest



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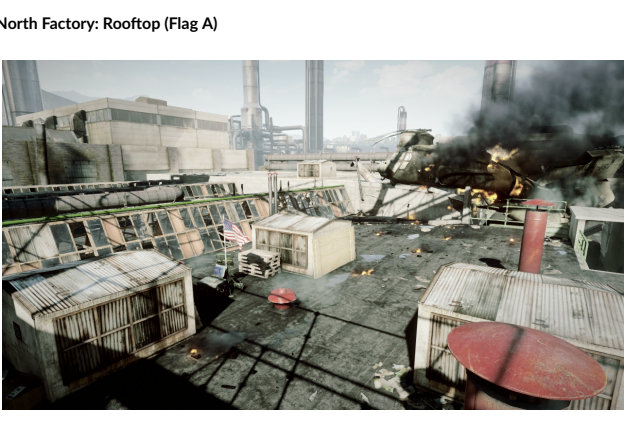
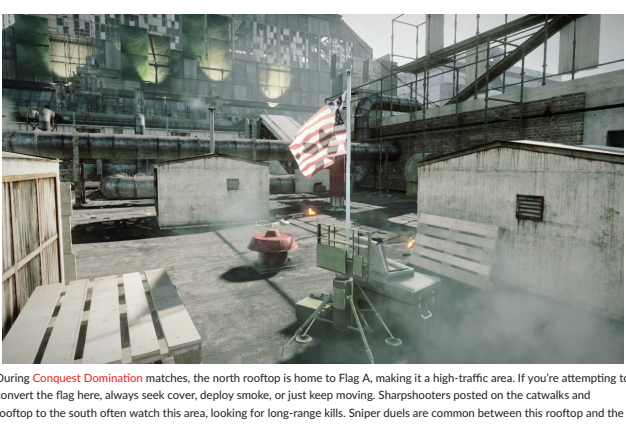
North Factory: Rooftop (Flag A)

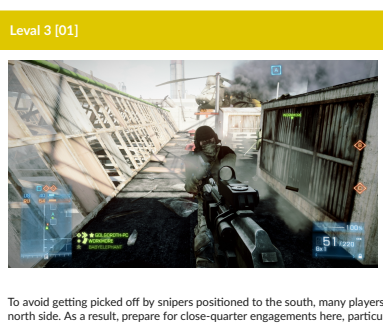




During Conquest Domination matches, the north rooftop is home to Flag A, making it a high-traffic area. If you're attempting to convert the flag here, always seek cover, deploy smoke, or just keep moving. Sharpshooters posted on the catwalks and rooftop to the south often watch this area, looking for long-range kills. Sniper duels are common between this rooftop and the building to the south, so never pause to enjoy the view unless you're behind a solid piece of cover.

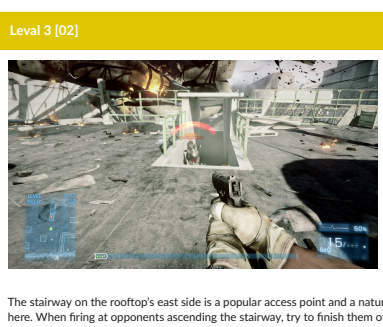
The doors to the west and the staircase to the east are the most common approaches to this rooftop. Troops moving across the top of the sky bridges can also access this rooftop. Given the long sight lines afforded by this location, carbines, assault rifles, and sniper rifles are best suited for engagements here. Remember, opponents on this rooftop aren't the only threat; you may also have to contend with opponents sniping from the south.

Leval 3 [01]



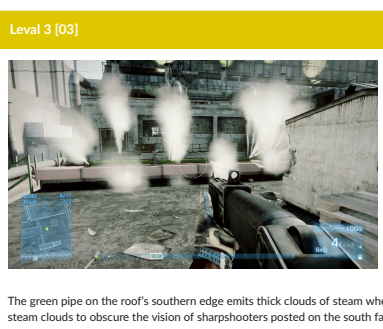
To avoid getting picked off by snipers positioned to the south, many players hide behind these structures on the roof's north side. As a result, prepare for close-quarter engagements here, particularly during Conquest Domination matches.

Leval 3 [02]



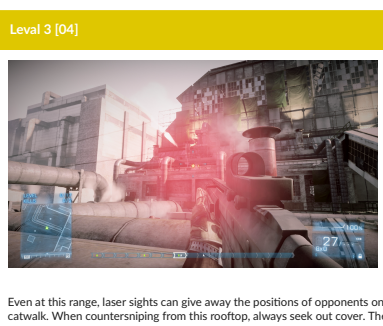
The stairway on the rooftop's east side is a popular access point and a natural choke point. Claymores are very effective here. When firing at opponents ascending the stairway, try to finish them off before they can reach the rooftop. The narrow stairway limits lateral movement, making them an easier target.

Leval 3 [03]



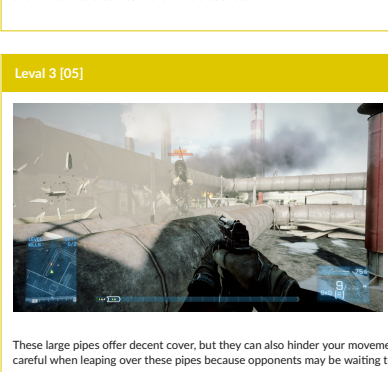
The green pipe on the roof's southern edge emits thick clouds of steam when perforated by small-arms fire. Use these steam clouds to obscure the vision of sharpshooters posted on the south factory's rooftop.

Leval 3 [04]



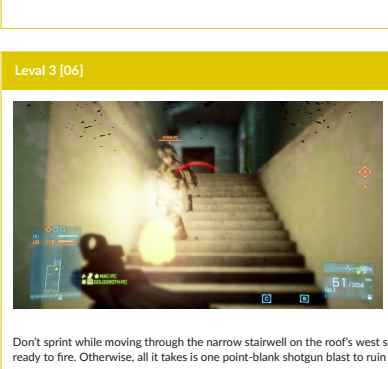
Even at this range, laser sights can give away the positions of opponents on the south factory's rooftop or the south catwalk. When countersniping from this rooftop, always seek out cover. The large pipes on the roof's southwest side offer decent cover and concealment while crouched.

Leval 3 [05]



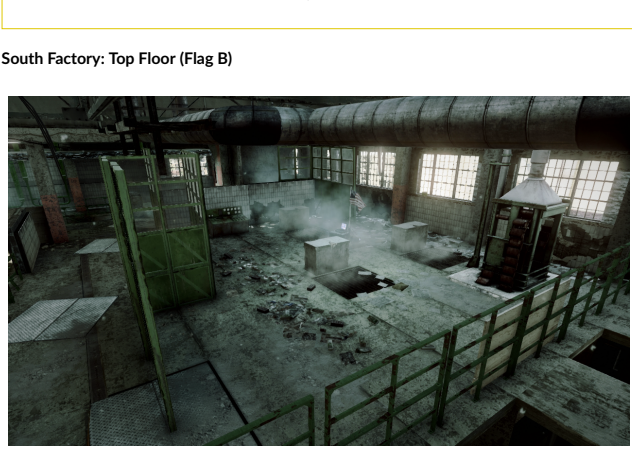
These large pipes offer decent cover, but they can also hinder your movement, requiring you to jump over them. Just be careful when leaping over these pipes because opponents may be waiting to ambush you on the other side.

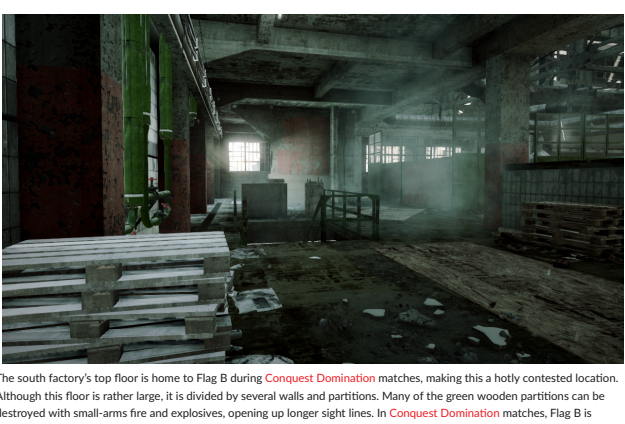
Leval 3 [06]



Don't sprint while moving through the narrow stairwell on the roof's west side. Always keep your weapon raised and ready to fire. Otherwise, all it takes is one point-blank shotgun blast to ruin your day.

South Factory: Top Floor (Flag B)





The south factory's top floor is home to Flag B during Conquest Domination matches, making this a hotly contested location. Although this floor is rather large, it is divided by several walls and partitions. Many of the green wooden partitions can be destroyed with small-arms fire and explosives, opening up longer sight lines. In Conquest Domination matches, Flag B is located in the southeast corner of the floor, surrounded by several walls. This limits engagements around the flag to point-blank range where shotguns and PDWs dominate. There's a large opening in the floor's west side, providing a good view of the floor below from multiple angles. But don't get too comfortable camping anywhere on this floor. Given the various stairways and blind corners, opponents can pop up from anywhere. Instead, stay on the move and periodically turn around to ensure no opponents are following you.

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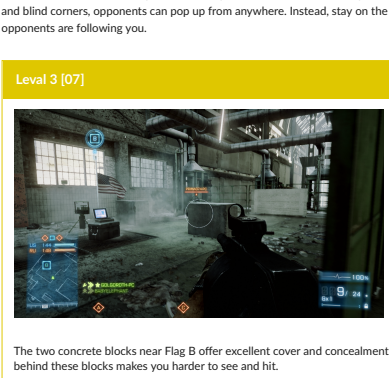

The two concrete blocks near Flag B offer excellent cover and concealment. Even while engaging opponents, standing behind these blocks makes you harder to see and hit.

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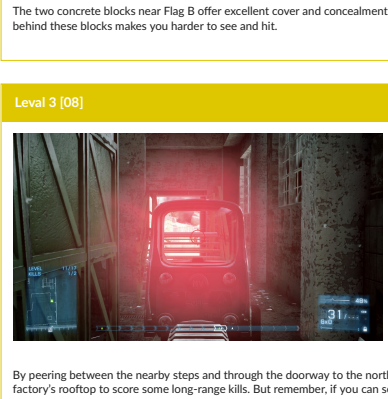

By peering between the nearby steps and through the doorway to the north, you can engage opponents on the north factory's rooftop to score some long-range kills. But remember, if you can see them, they can see you. Always turn off any tactical lights or laser sights to avoid giving away your position.

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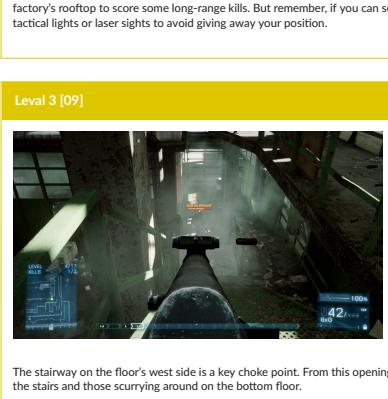
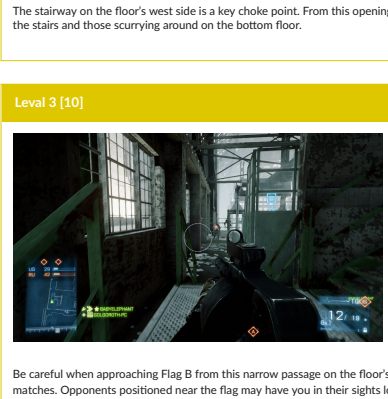


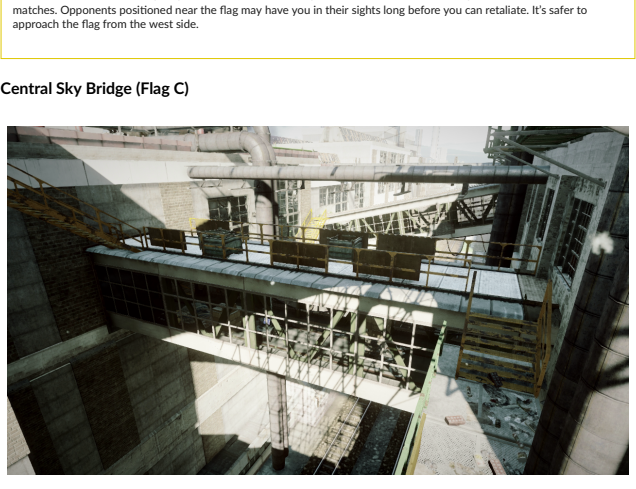
The stairway on the floor's west side is a key choke point. From this opening in the floor, you can engage opponents on the stairs and those scurrying around on the bottom floor.

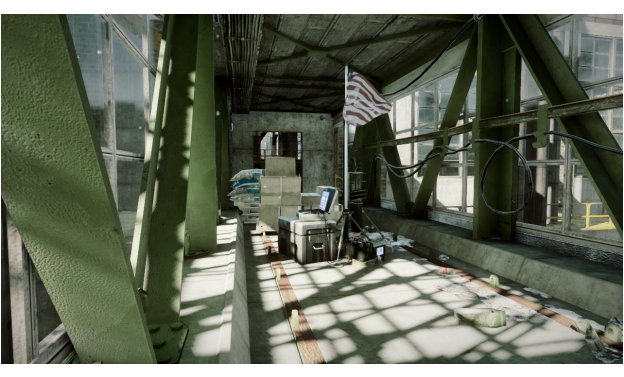
Leval 3 [10]



Be careful when approaching Flag B from this narrow passage on the floor's east side during Conquest Domination matches. Opponents positioned near the flag may have you in their sights long before you can retaliate. It's safer to approach the flag from the west side.

Central Sky Bridge (Flag C)

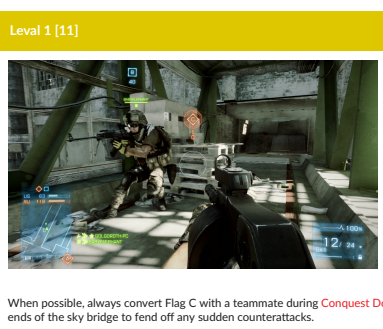




In addition to being one of the map's major thoroughfares, the central sky bridge also hosts Flag C during Conquest Domination matches. Given its central location between the two factories, the fight for this flag is intense. A few cardboard boxes and wooden pallets positioned on each side of the flag offer the only concealment from opponents to the north or south. But the sky bridge can also be monitored from the two flanking sky bridges to the east and west. Therefore, don't plan on spending much time here.

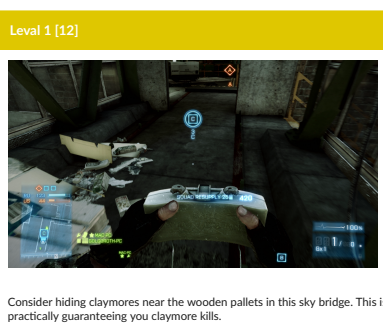
If you want to defend this flag, do so from the perimeter. The sky bridge connects to the bottom floors of each factory, making it a high-traffic area for north–south travel and a dangerous choke point frequently booby-trapped with claymores and C4. The roof of this sky bridge is accessible from catwalks and stairs on the north and south sides. Sometimes moving along the roof is preferable to moving within the cramped interior. Whatever your preference, move through this area fast to avoid getting caught in a cross fire between the two factories.

Leval 1 [11]



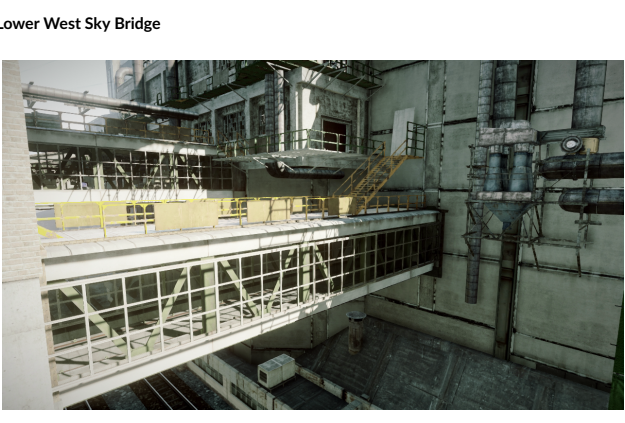
When possible, always convert Flag C with a teammate during Conquest Domination matches. You'll need to watch both ends of the sky bridge to fend off any sudden counterattacks.

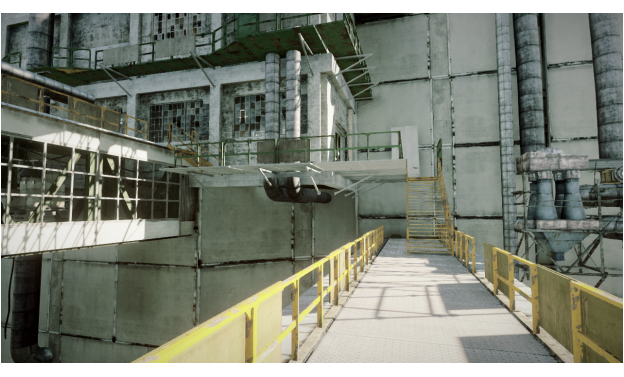
Leval 1 [12]

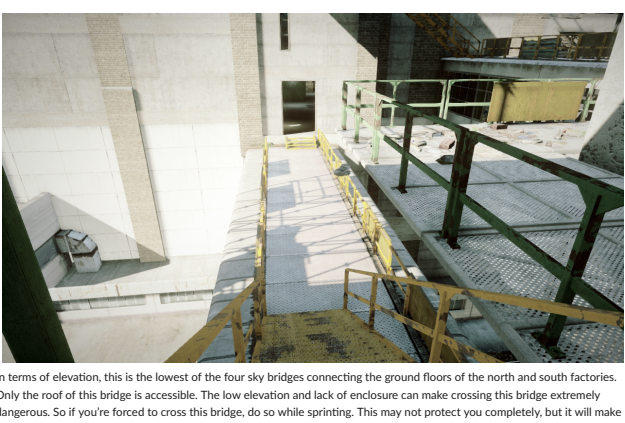


Consider hiding claymores near the wooden pallets in this sky bridge. This is a high-traffic area in all game modes, practically guaranteeing you claymore kills.

Lower West Sky Bridge



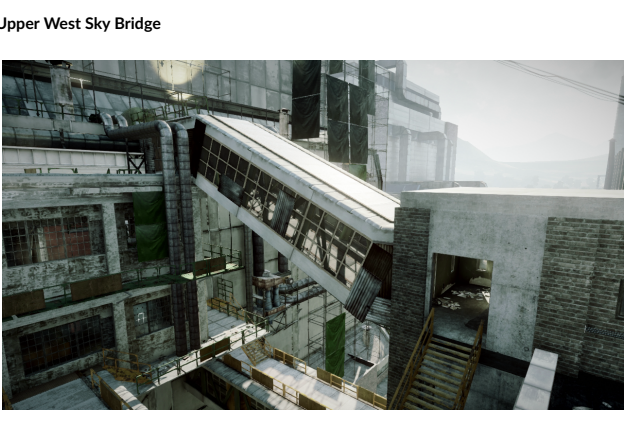


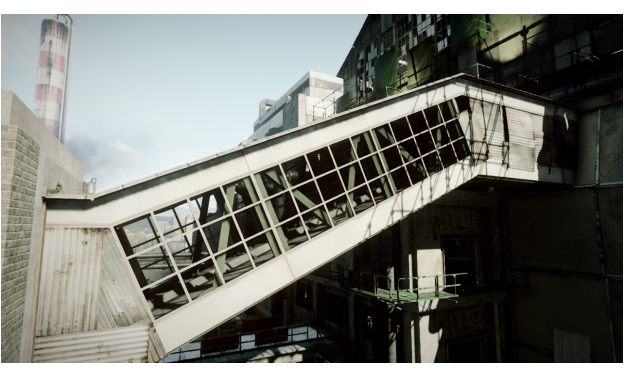


In terms of elevation, this is the lowest of the four sky bridges connecting the ground floors of the north and south factories. Only the roof of this bridge is accessible. The low elevation and lack of enclosure can make crossing this bridge extremely dangerous. So if you're forced to cross this bridge, do so while sprinting. This may not protect you completely, but it will make you more difficult to hit. If available, consider deploying smoke to mask your advance.

On the bridge's north end, you can race directly into the north factory for cover. But on the south end, you must first traverse an exterior staircase before you can reach the interior of the south factory. The connecting catwalk on the south end also allows access to the roof of the central sky bridge. But if you're taking fire, it's best to limit your exposure along these exterior pathways.

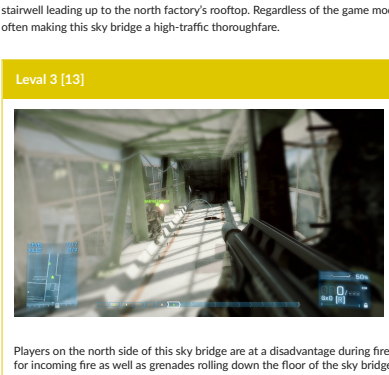
Upper West Sky Bridge





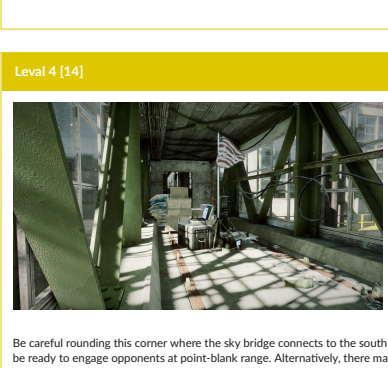
This sky bridge is located just above the lower west sky bridge and connects the rooftops of the two factories. To negotiate the elevation differences between the two rooftops, this sky bridge is sloped at a steep angle, forcing those on the north side to race uphill. When moving along this bridge, adjust your aim by either raising it or lowering it so you can spot and engage opponents at the opposite end. There is no way to access the roof of this sky bridge, so take care while moving through the interior, where there's no cover. Firefights in this sky bridge often favor those on the south side, as it allows them to fire down at opponents on the north end. The bridge's south side is connected directly to the south factory's rooftop. There's also a staircase nearby that leads down to the south factory's top floor. On the north end, the bridge is connected to a narrow stairwell leading up to the north factory's rooftop. Regardless of the game mode, these two rooftops are popular locations, often making this sky bridge a high-traffic thoroughfare.

Leval 3 [13]



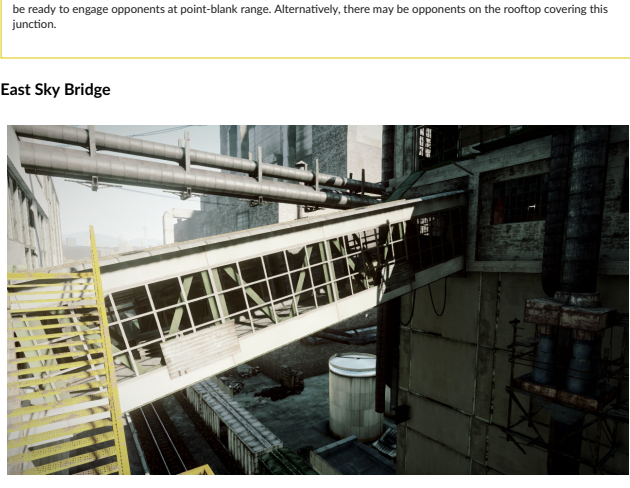
Players on the north side of this sky bridge are at a disadvantage during firefights here due to the steep slope. Watch out for incoming fire as well as grenades rolling down the floor of the sky bridge. Chunks of the wall surrounding the northern doorjamb can be shot out, so don't feel too safe hiding here.

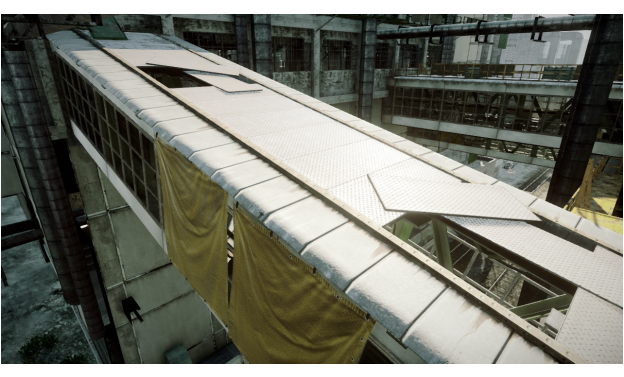
Leval 4 [14]



Be careful rounding this corner where the sky bridge connects to the south factory's rooftop. This is a high-traffic area, so be ready to engage opponents at point-blank range. Alternatively, there may be opponents on the rooftop covering this junction.

East Sky Bridge

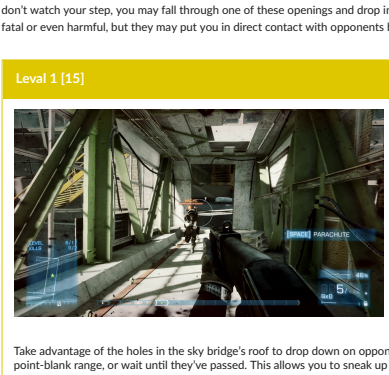




The east sky bridge directly connects the ground floors of the north and south factories. However, these two ground floors are not at the same elevation, so the sky bridge is sloped upward on the south side. The interior of the sky bridge is littered with wooden pallets and cardboard boxes. Think of these objects more as obstacles than as cover. Be ready to vault over them as you pass through this sky bridge.

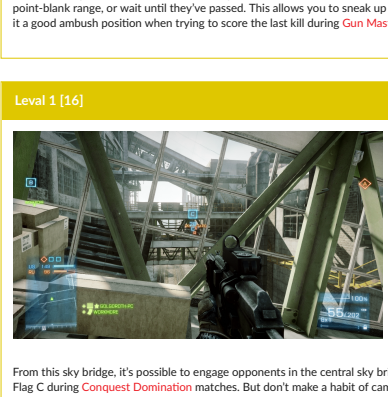
The roof of the sky bridge is also accessible. On the south side, a piece of sheet metal serves as a makeshift ramp, connecting the sky bridge's roof to the south catwalk, located directly outside the south factory's top floor. On the north end, the sky bridge's rooftop is connected to a yellow exterior catwalk running along the north factory's exterior wall. But be careful when traversing this sky bridge's rooftop. It is exposed up here, and there are two dislodged panels creating large openings. If you don't watch your step, you may fall through one of these openings and drop into the sky bridge's interior. Such drops aren't fatal or even harmful, but they may put you in direct contact with opponents below.

Leval 1 [15]



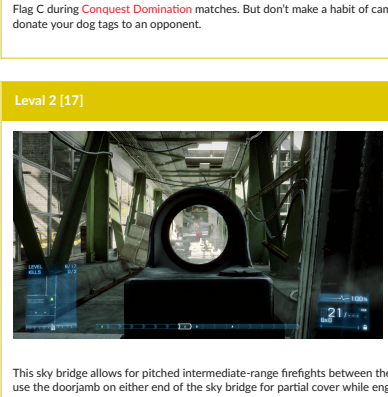
Take advantage of the holes in the sky bridge's roof to drop down on opponents unexpectedly. Blast them head-on at point-blank range, or wait until they've passed. This allows you to sneak up behind them and score a knife kill. This makes it a good ambush position when trying to score the last kill during Gun Master matches.

Leval 1 [16]



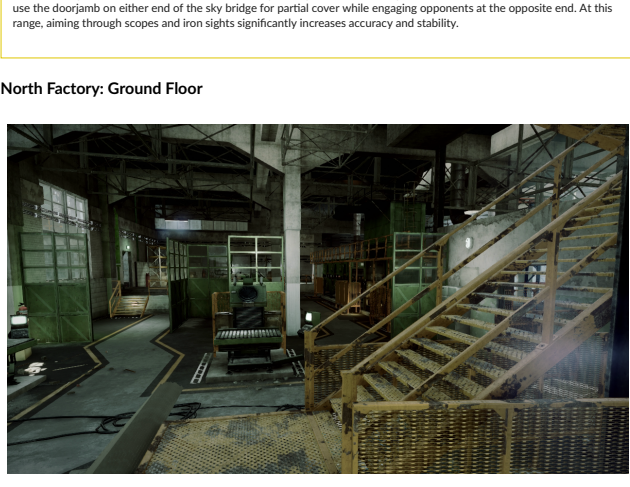
From this sky bridge, it's possible to engage opponents in the central sky bridge to the west. This makes it easy to defend Flag C during Conquest Domination matches. But don't make a habit of camping here very long unless you want to donate your dog tags to an opponent.

Leval 2 [17]



This sky bridge allows for pitched intermediate-range firefights between the ground floors of the two factories. Always use the doorjamb on either end of the sky bridge for partial cover while engaging opponents at the opposite end. At this range, aiming through scopes and iron sights significantly increases accuracy and stability.

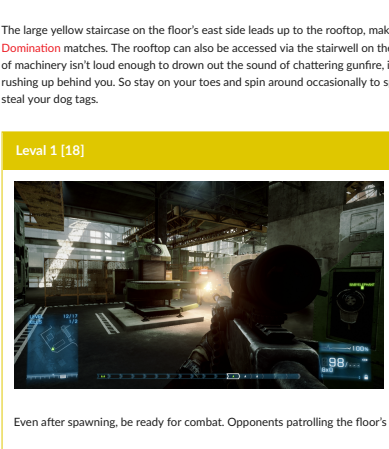
North Factory: Ground Floor



Filled with functioning industrial machinery, the north factory's ground floor is a common spawn location in all game modes. The dead-end nooks on the floor's north and east sides are somewhat isolated from the chaos raging elsewhere, making them ideal spawn points. So learn the layout of this floor, as you're likely to begin many matches here. Most of the action occurs near the sky bridges to the south. The three sky bridges here all connect to the south factory's ground floor, making the floor's south side a high-traffic hub.

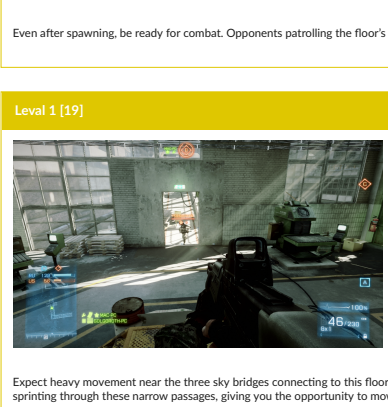
The large yellow staircase on the floor's east side leads up to the rooftop, making it a popular route during Conquest Domination matches. The rooftop can also be accessed via the stairwell on the floor's west side. While the constant humming of machinery isn't loud enough to drown out the sound of chattering gunfire, it may prevent you from hearing opponents rushing up behind you. So stay on your toes and spin around occasionally to spot any knife-wielding opponents attempting to steal your dog tags.

Leval 1 [18]



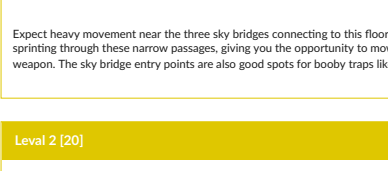
Even after spawning, be ready for combat. Opponents patrolling the floor's north end may catch you by surprise.

Leval 1 [19]



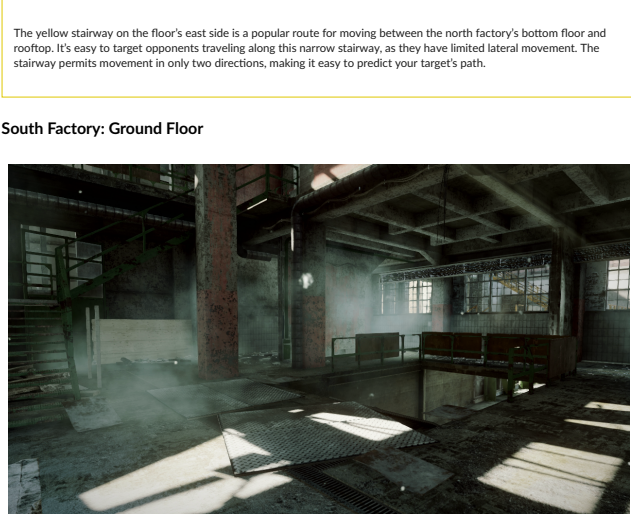
Expect heavy movement near the three sky bridges connecting to this floor on the south end. Most opponents come sprinting through these narrow passages, giving you the opportunity to mow them down before they can raise their weapon. The sky bridge entry points are also good spots for booby traps like claymores or C4.

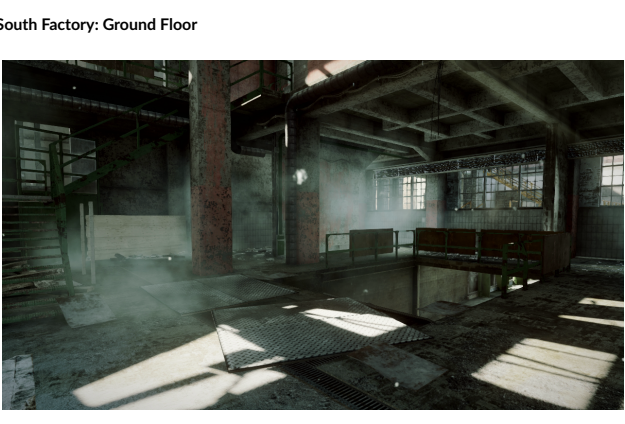
Leval 2 [20]



The yellow stairway on the floor's east side is a popular route for moving between the north factory's bottom floor and rooftop. It's easy to target opponents traveling along this narrow stairway, as they have limited lateral movement. The stairway permits movement in only two directions, making it easy to predict your target's path.

South Factory: Ground Floor

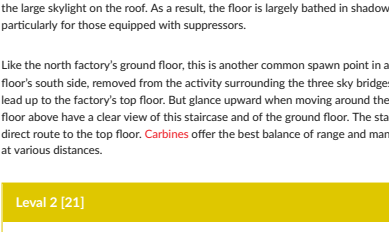




It appears this factory was abandoned some time ago. Compared to the north factory, the floor space is wide open, interrupted by just a few wooden partitions and concrete pillars. The floor is also very dark, illuminated only by sunlight pouring through the large skylight on the roof. As a result, the floor is largely bathed in shadow, offering plenty of sneaky hiding spots, particularly for those equipped with suppressors.

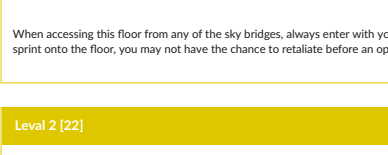
Like the north factory's ground floor, this is another common spawn point in all game modes. Spawns usually occur on the floor's south side, removed from the activity surrounding the three sky bridges to the north. The two interior staircases here lead up to the factory's top floor. But glance upward when moving around the western staircase. Opponents posted on the floor above have a clear view of this staircase and of the ground floor. The staircase on the north side offers a safer, more direct route to the top floor. Carbines offer the best balance of range and maneuverability here as engagements can take place at various distances.

Leval 2 [21]



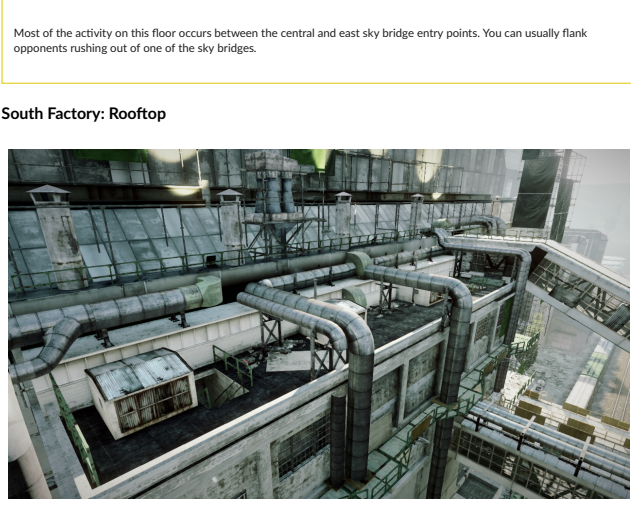
When accessing this floor from any of the sky bridges, always enter with your weapon lowered and ready to fire. If you sprint onto the floor, you may not have the chance to retaliate before an opponent fills you with bullets.

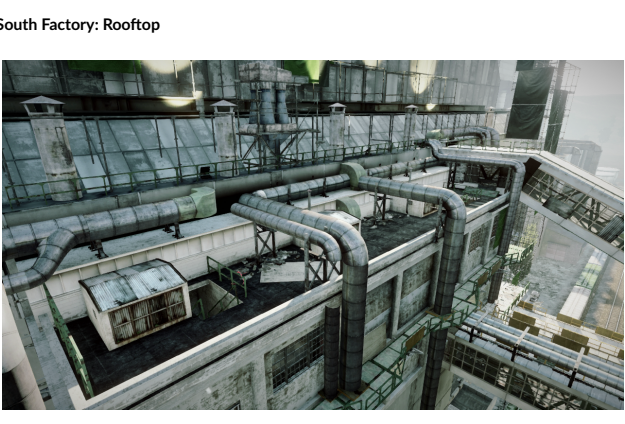
Leval 2 [22]



Most of the activity on this floor occurs between the central and east sky bridge entry points. You can usually flank opponents rushing out of one of the sky bridges.

South Factory: Rooftop

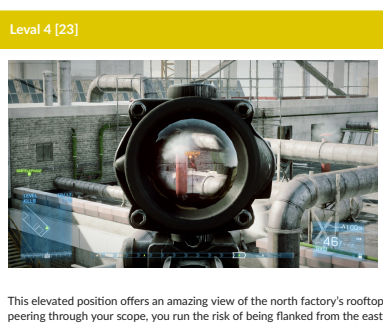




As the highest point on the map, this rooftop is a popular sniping perch for recon troops looking to score long-range kills. The south factory's rooftop offers an excellent view of the nearby sky bridges and of the north factory's rooftop. Sniper duels between the two factory rooftops are quite common, but don't get too comfortable up here, as there isn't much cover and it's very easy to get flanked from the east or west. If you take fire from the north, immediately drop prone behind the low wall on the rooftop's northern edge and crawl to a new position before standing up. At the very least, always assume a crouched stance when posted here to reduce your visible profile.

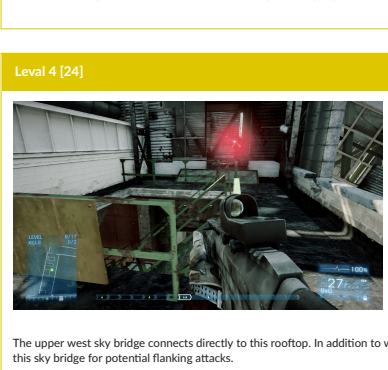
You can access this rooftop via two staircases on the east and west flanks. The upper west sky bridge also offers direct access, allowing for flanking attacks originating from the north factory's rooftop. So unless you have friends (or claymores) posted on the east and west sides of this rooftop, don't plan to stay up here very long.

Leval 4 [23]



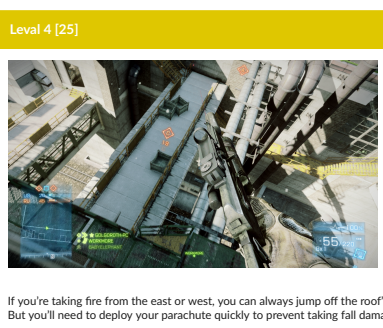
This elevated position offers an amazing view of the north factory's rooftop. But while scanning for distant targets while peering through your scope, you run the risk of being flanked from the east or west. So back up into the southeast corner to avoid being flanked from two possible directions. This forces all potential flanking attacks to approach from the west, potentially saving you the embarrassment of having your dog tags stolen.

Leval 4 [24]



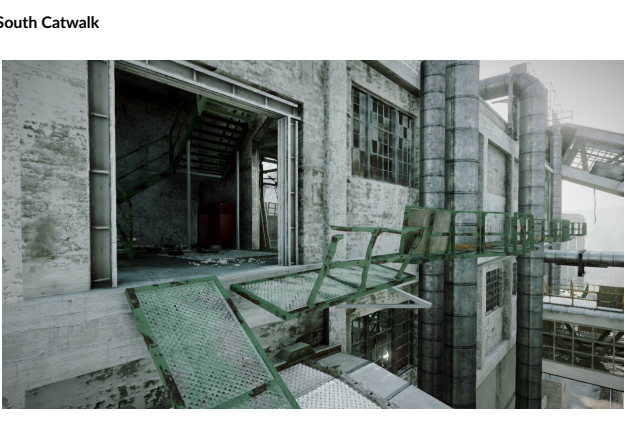
The upper west sky bridge connects directly to this rooftop. In addition to watching the western stairs, keep an eye on this sky bridge for potential flanking attacks.

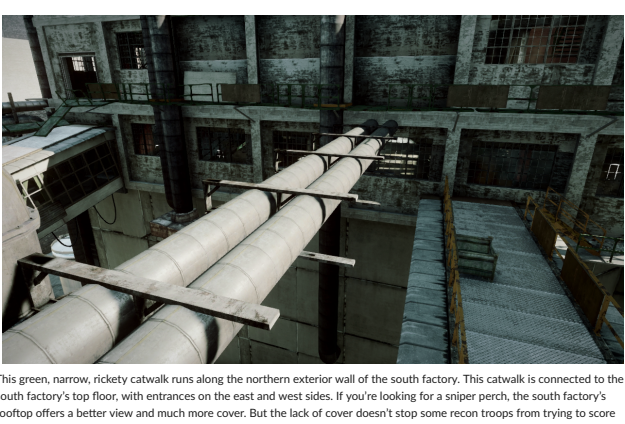
Leval 4 [25]



If you're taking fire from the east or west, you can always jump off the roof's side and land on top of a sky bridge below. But you'll need to deploy your parachute quickly to prevent taking fall damage.

South Catwalk

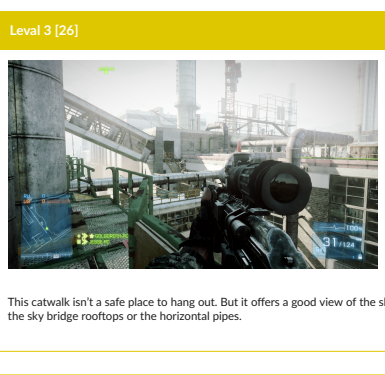




This green, narrow, rickety catwalk runs along the northern exterior wall of the south factory. This catwalk is connected to the south factory's top floor, with entrances on the east and west sides. If you're looking for a sniper perch, the south factory's rooftop offers a better view and much more cover. But the lack of cover doesn't stop some recon troops from trying to score long-range kills from this position.

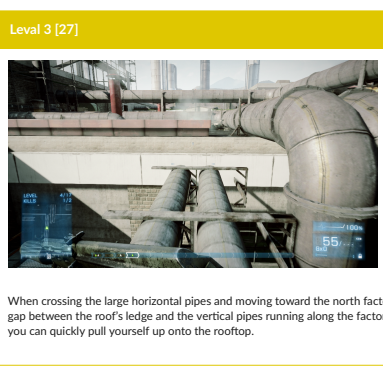
The catwalk has a great view of the nearby sky bridges, making it easy to pick off opponents scurrying across their rooftops. But instead of camping here and looking for kills, use this catwalk to access the large steel pipes running parallel to the central sky bridge. These pipes serve as a makeshift bridge, making it possible to reach the north factory's rooftop. This is a sneaky way to reach Flag A during Conquest Domination matches. You can cross the same pipes in the opposite direction too; this offers a quick transition between the north factory's rooftop and the south factory's top floor—an ideal route for reaching Flag B.

Leval 3 [26]



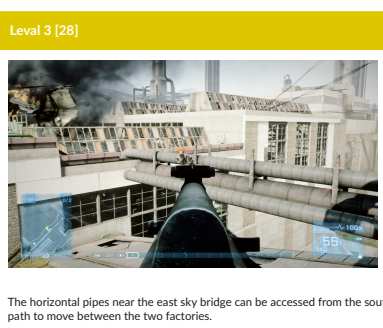
This catwalk isn't a safe place to hang out. But it offers a good view of the sky bridges. Pick off opponents rushing across the sky bridge rooftops or the horizontal pipes.

Leval 3 [27]



When crossing the large horizontal pipes and moving toward the north factory's rooftop, veer to the right. There's a small gap between the roof's ledge and the vertical pipes running along the factory's exterior wall. By jumping toward this gap, you can quickly pull yourself up onto the rooftop.

Leval 3 [28]

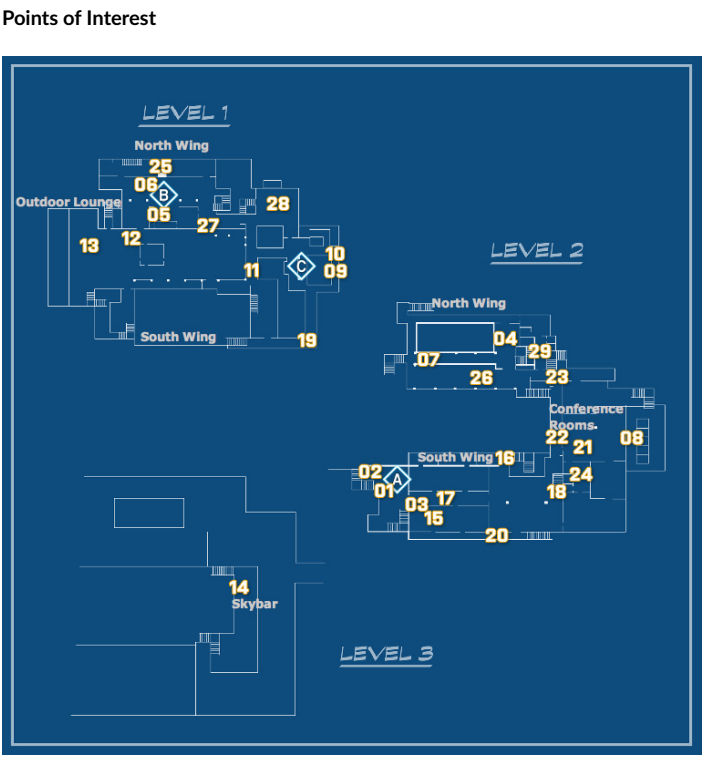


The horizontal pipes near the east sky bridge can be accessed from the south catwalk, offering yet another alternative path to move between the two factories.

Close-Quarters Battlefields

Ziba Tower

Points of Interest



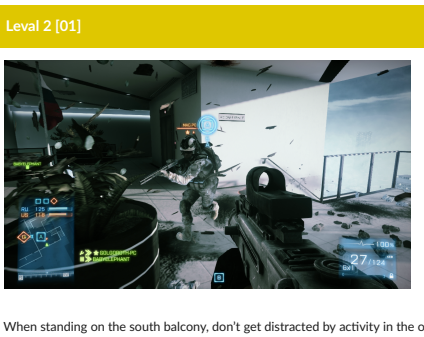
Click here for interactive maps

South Balcony (Flag A)

Located on the second floor of the south wing, the south balcony overlooks the outdoor lounge. During Conquest Domination matches, this location is home to Flag A, making this cramped space a deadly high-traffic area as teammates and opponents race from one flag to the next. Always seek cover behind the nearby planter when converting this flag. At the very least, keep moving to avoid being surprised by sharpshooters posted near the restaurant to the north.

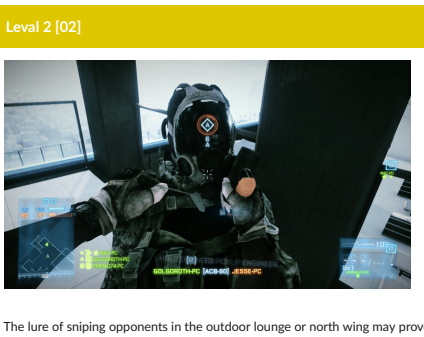
The staircase to the west offers access to and from the outdoor lounge. Given the lack of cover on this staircase, it's safer to use the interior staircase to the south, which connects to a small lounge on the south wing's first floor. The balcony can also be accessed from the long interior hallway to the east. While most fighting in this area occurs at close range, be prepared to deal with long-range threats posted to the north or down the hall to the east. Such versatility is best met by equipping a carbine or compact assault rifle.

Leval 2 [01]



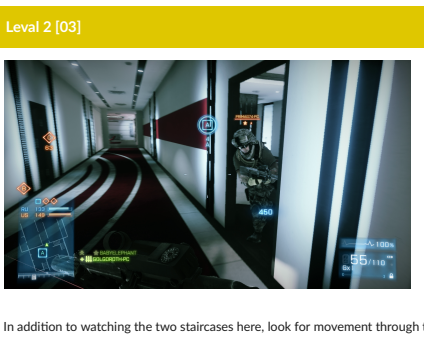
When standing on the south balcony, don't get distracted by activity in the outdoor lounge to the north. If you're not careful, an opponent can sneak up behind you, approaching from the nearby stairways or the hall to the east.

Leval 2 [02]



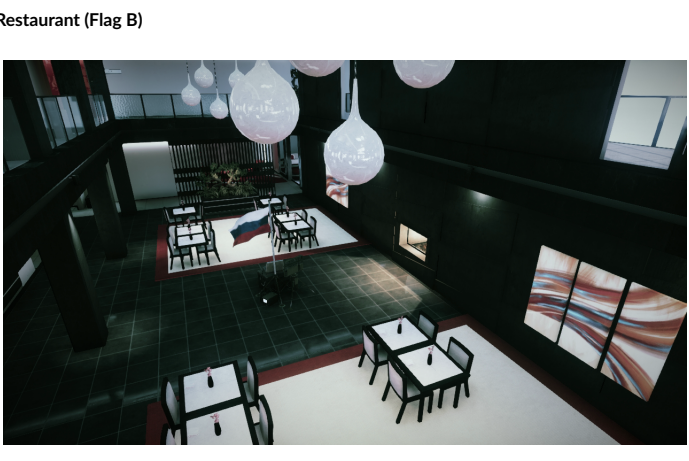
The lure of sniping opponents in the outdoor lounge or north wing may prove too tempting for some players. As a result, you can usually score some easy knife kills here by rushing up behind a distracted opponent.

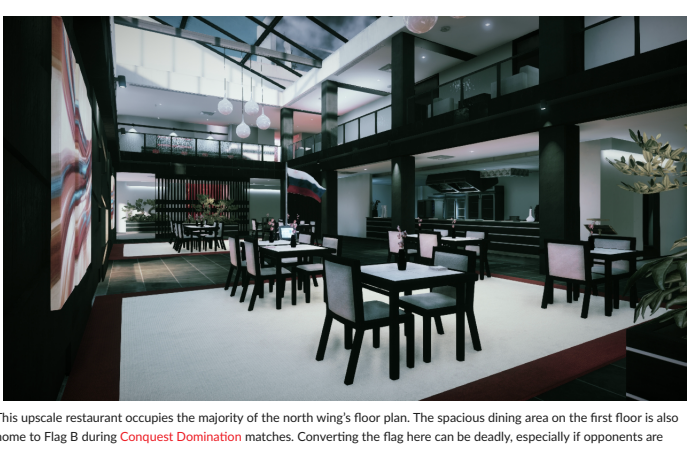
Leval 2 [03]



In addition to watching the two staircases here, look for movement through the hall to the east. Additionally, opponents may pop out of one of the nearby doorways connected to the adjoining suites.

Restaurant (Flag B)

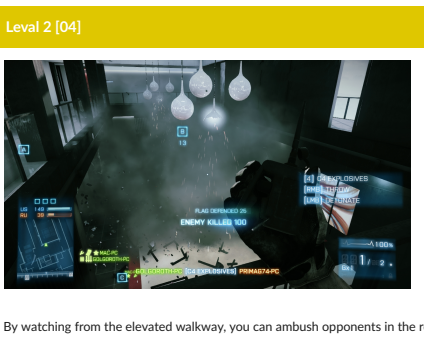




This upscale restaurant occupies the majority of the north wing's floor plan. The spacious dining area on the first floor is also home to Flag B during Conquest Domination matches. Converting the flag here can be deadly, especially if opponents are posted on the upper-floor walkway ringing the dining area. Sneaky defenders can also watch this flag by peering through the fireplace directly to the north while posted on the adjoining lounge. The kitchen, on the south side, is also a good ground-floor defensive position.

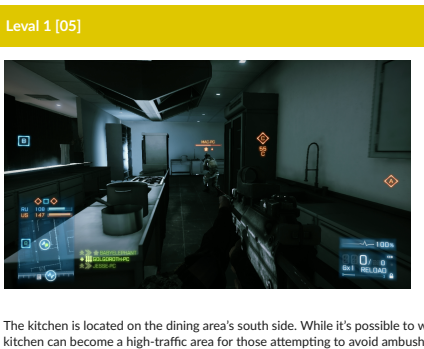
While stepping into the dining area is a necessary risk in Conquest Domination, the bottom floor is best avoided in all other game modes. There's virtually no cover and the tables and chairs can hinder movement. Stick to the upstairs walkway, using the height advantage to fire down at opponents. If you find yourself on the bottom floor, stick to the perimeter of the dining area where you're less likely to be spotted from above. The relatively long sight lines afforded by this location make both carbines and assault rifles very effective.

Leval 2 [04]



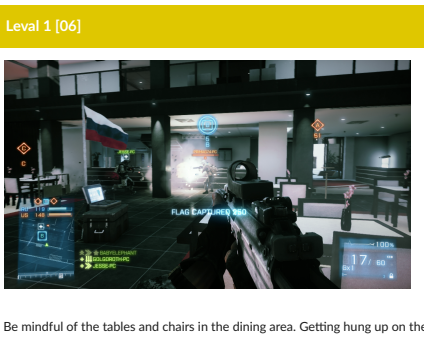
By watching from the elevated walkway, you can ambush opponents in the restaurant's dining area. C4 is very effective when defending the flag during Conquest Domination matches.

Level 1 [05]



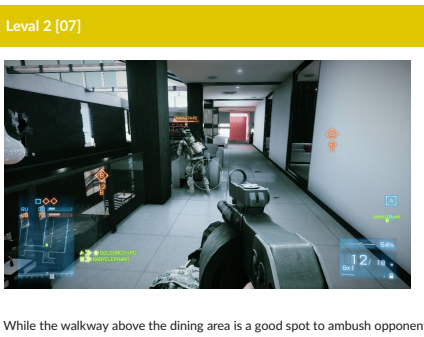
The kitchen is located on the dining area's south side. While it's possible to watch the dining room from this position, the kitchen can become a high-traffic area for those attempting to avoid ambushes in the dining area. So think twice before camping here.

Level 1 [06]



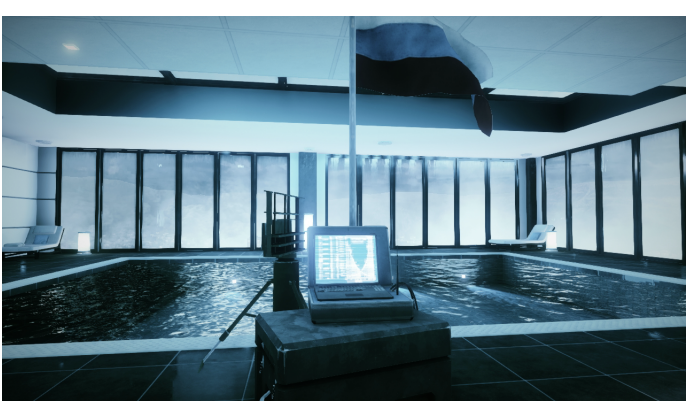
Be mindful of the tables and chairs in the dining area. Getting hung up on these can make it difficult to strafe during chaotic firefights. When possible, stay to the north or south sides of the dining area to avoid inadvertently running into these objects.

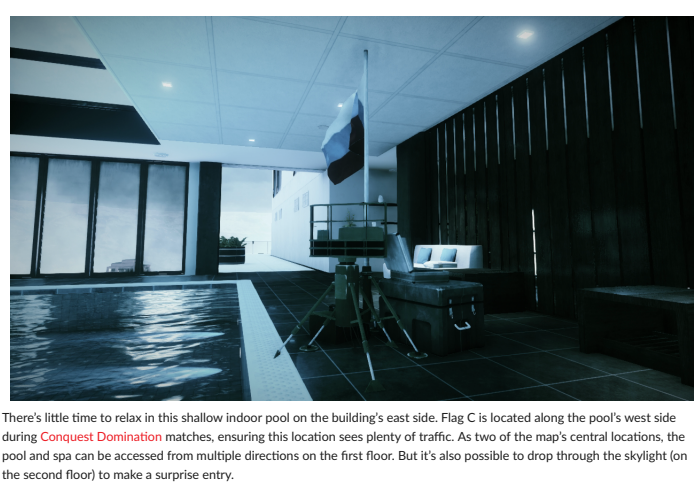
Leval 2 [07]



While the walkway above the dining area is a good spot to ambush opponents on the floor below, never stop up here. This walkway is connected to multiple second-floor corridors, making it impossible to predict where opponents may appear. Even if you're careful, getting flanked here is a regular occurrence. So watch your back or make sure a teammate does.

Pool and Spa (Flag C)

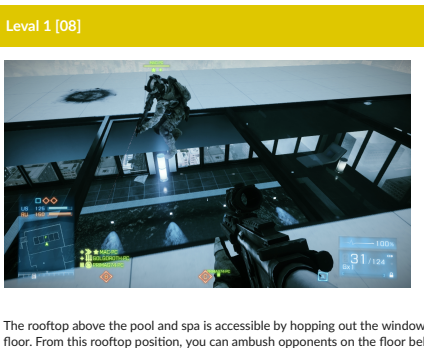




There's little time to relax in this shallow indoor pool on the building's east side. Flag C is located along the pool's west side during Conquest Domination matches, ensuring this location sees plenty of traffic. As two of the map's central locations, the pool and spa can be accessed from multiple directions on the first floor. But it's also possible to drop through the skylight (on the second floor) to make a surprise entry.

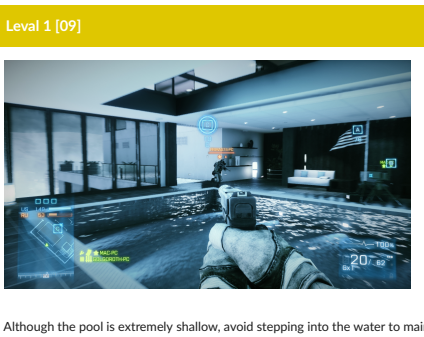
When operating in this location, avoid stepping into the shallow pool, as you may get hung up on the perimeter while trying to exit. Also, be mindful of the lengthy outdoor path to the south. Long-range duels are common along here and can serve as a good overmatch position when watching Flag C from a distance. Defenders may also seek cover behind the reception desk on the pool's north side. Shotguns and PDWs work well when engaging opponents within this small room. But if you wish to contend with opponents posted to the south, a carbine or assault rifle offers greater range and versatility.

Level 1 [08]



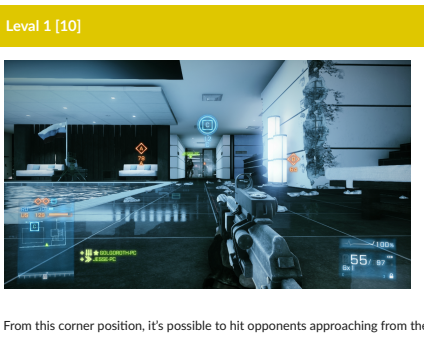
The rooftop above the pool and spa is accessible by hopping out the window in the large conference room on the second floor. From this rooftop position, you can ambush opponents on the floor below by firing through the skylight. Or simply smash the skylight and drop into the pool.

Level 1 [09]



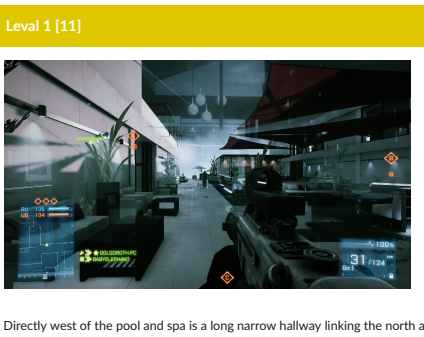
Although the pool is extremely shallow, avoid stepping into the water to maintain greater speed and lateral mobility. The water doesn't slow you down, but bumping into the edges of the pool does. Also, be mindful of the windows on the room's east side. If the windows have been shot out, you may accidentally fall off the side of the building, leading to an embarrassing death.

Level 1 [10]



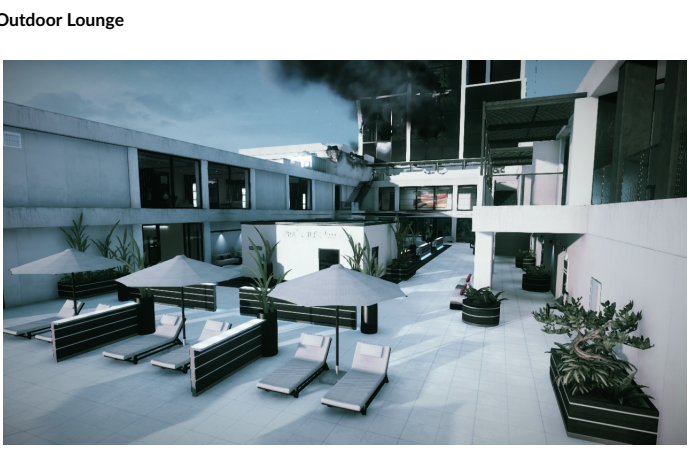
From this corner position, it's possible to hit opponents approaching from the hall to the west as well as ambush others rushing down the steps to the north. With your back to the northeast corner, it also makes it impossible for anyone to sneak up behind you. The reception desk on the room's north side is another good defensive position, offering a good view of the long outdoor walkway to the south.

Level 1 [11]



Directly west of the pool and spa is a long narrow hallway linking the north and south wings. The west side of this hall is lined with large windows offering a great view of the outdoor lounge. Always watch for enemies outside while passing through this corridor and stop long enough to engage them. But don't hold here long or else you're likely to be flanked from the north or south.

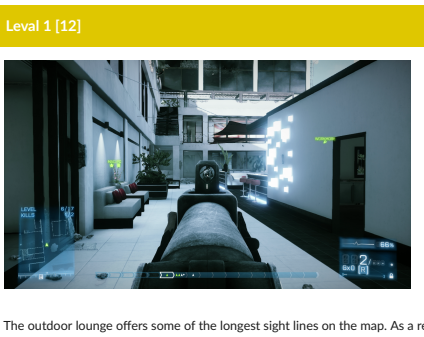
Outdoor Lounge



At one time, this swanky outdoor lounge was a relaxing rooftop retreat for business executives and their wealthy clients. Now this open-air lounge is a kill zone. Regardless of game mode, this area is best avoided due to the lack of cover and long sight lines. Still, racing through this area is the quickest way to move between the restaurant and south balcony, often making this a high-traffic area during Conquest Domination matches. If you wish to engage the cross-traffic here, take a position on the east or west sides of the lounge. Or better yet, head upstairs and cover the area from one of the perimeter walkways.

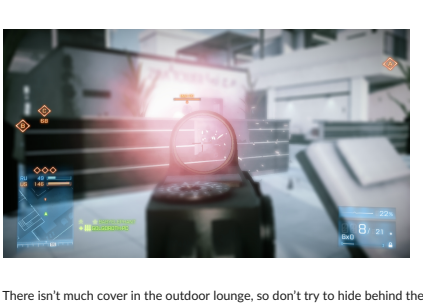
The kitchen behind the bar offers the only solid cover here. All other objects and furniture break apart quickly when exposed to small arms fire. If you're planning to spend some time out here, bring along a sniper rifle or assault rifle and take advantage of the long east–west sight lines. But chances are your victims won't be standing still, so be prepared to lead your targets as they race through this kill zone.

Level 1 [12]



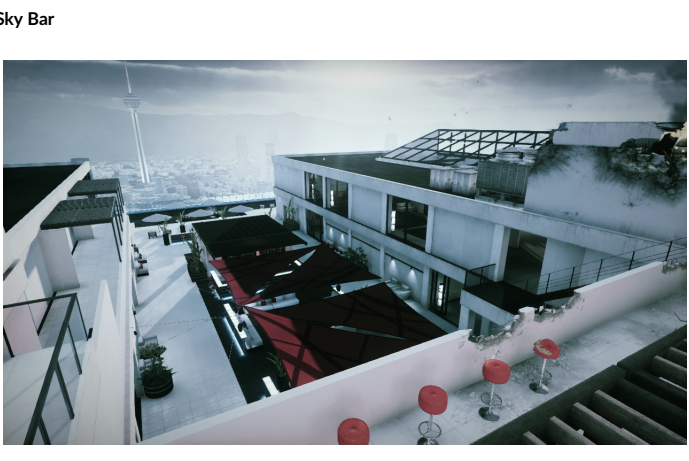
The outdoor lounge offers some of the longest sight lines on the map. As a result, always take aim through your weapon's scope or iron sights to improve accuracy and stability. Even shotguns can benefit from aiming out here.

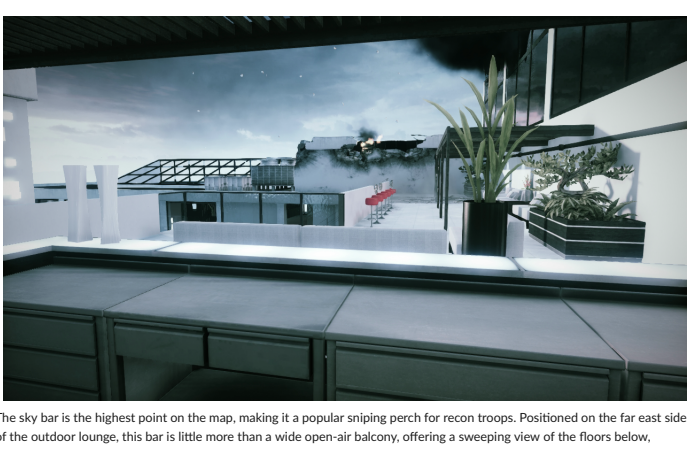
Level 1 [13]



There isn't much cover in the outdoor lounge, so don't try to hide behind the flimsy patio furniture. The bar structure near the center of the lounge is one of the few pieces capable of withstanding a barrage of small-arms fire. The low partition walls are also quite sturdy, but you'll need to crouch to hide behind them. It's much safer to race indoors than attempt to hold out here very long.

Sky Bar

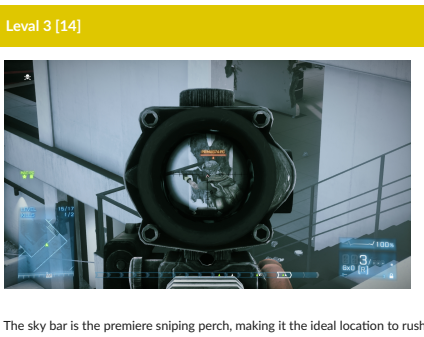




The sky bar is the highest point on the map, making it a popular sniping perch for recon troops. Positioned on the far east side of the outdoor lounge, this bar is little more than a wide open-air balcony, offering a sweeping view of the floors below, including the perimeter corridors of the restaurant and south wing. This area is only accessible via two staircases, located to the north and south. As a result, the sky bar is relatively simple to lock down, particularly if occupied by a squad.

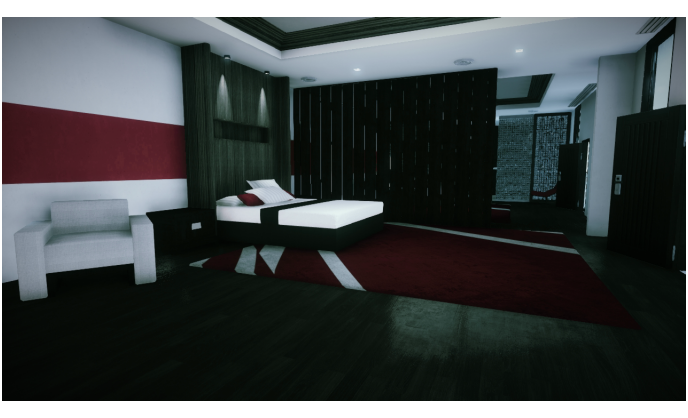
Even if you're short on manpower, booby-trapping the staircases with claymores is a good way to prevent surprise attacks. While scanning for targets to the west, avoid getting hung up on the barstools positioned along the balcony's edge. Also, be ready to drop prone if you start taking fire. Assuming a crouch position may not be enough to escape danger, as the top edge of the balcony's low wall can be chipped away. While sniper rifles and assault rifles are well suited for engaging opponents in the outdoor lounge below, shotguns and PDWs are great for guarding the two staircases. During Squad and Team Deathmatch games, a well-equipped squad or team can fortify this location quite easily, making it an excellent base of operations.

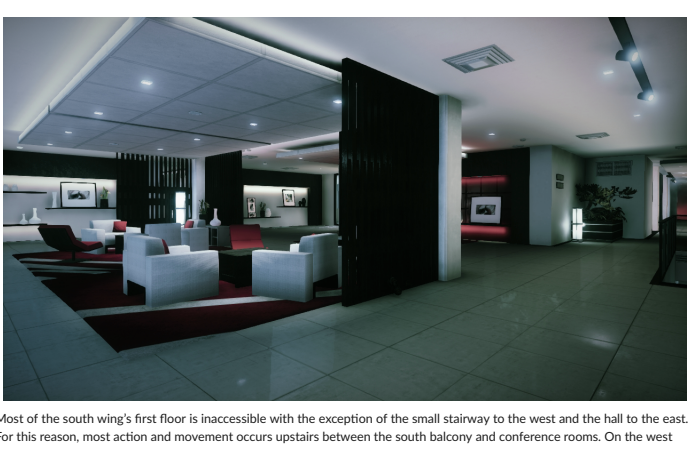
Level 3 [14]



The sky bar is the premiere sniping perch, making it the ideal location to rush to when you acquire the JNG-90 sniper rifle during Gun Master matches. In addition to scouting the outdoor lounge for targets, don't forget to check the windows of the north and south wings. You can also hit enemies inside the north wing by firing through the nearby doorway connected to the staircase.

South Wing



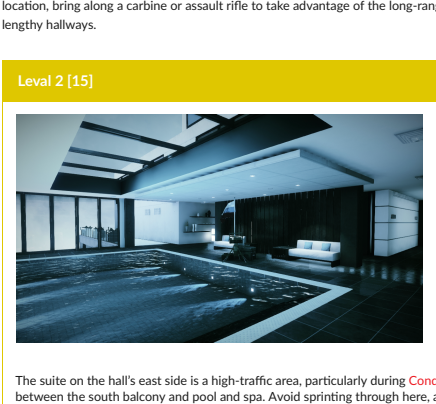


Most of the south wing's first floor is inaccessible with the exception of the small stairway to the west and the hall to the east. For this reason, most action and movement occurs upstairs between the south balcony and conference rooms. On the west side of this area are two large bedroom suites separated by a long, narrow corridor. The southern suite is connected to an outdoor walkway, offering perimeter access along the building's south side. This is a great way to move to the pool and spa. The north suite also has an elevated walkway overlooking the outdoor lounge.

Sometimes moving along these perimeter walkways is safer than racing down the interior hallway between the suites. This long sight line offered by this corridor makes it a popular choke point for recon or support troops posted on the west or east ends. Directly east of the suites is a large lounge. This is often a high-traffic area, connecting the south wing to the conference rooms. Watch the long corridors to the north and west to avoid getting picked off by sharpshooters.

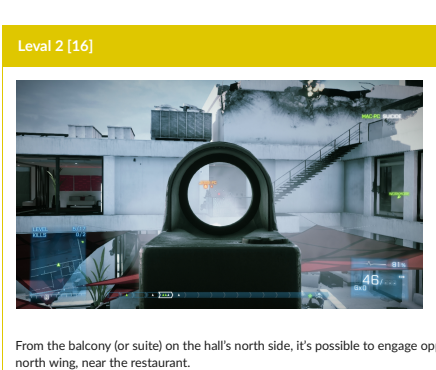
While there are long sight lines in this area, most engagements occur at close range, particularly while moving through the suites. As a result, shotguns and PDWs work well while moving through here. But if you're looking to defend or camp this location, bring along a carbine or assault rifle to take advantage of the long-range opportunities afforded by the narrow, lengthy hallways.

Leval 2 [15]



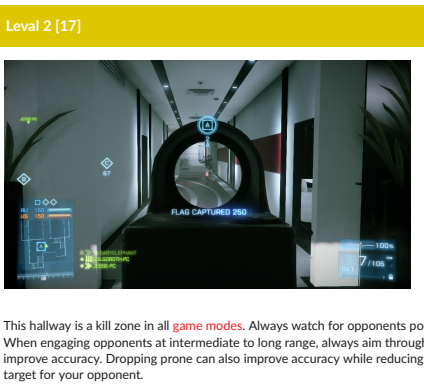
The suite on the hall's east side is a high-traffic area, particularly during Conquest Domination matches, as players move between the south balcony and pool and spa. Avoid sprinting through here, and always keep your weapon ready to fire.

Leval 2 [16]



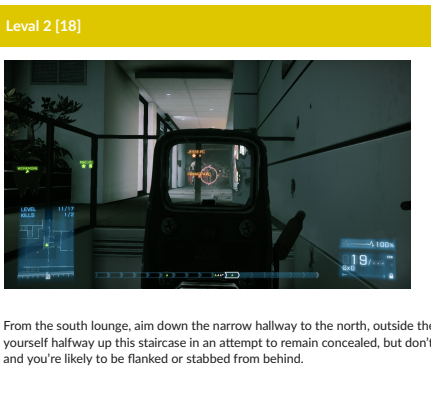
From the balcony (or suite) on the hall's north side, it's possible to engage opponents in the outdoor lounge and within the north wing, near the restaurant.

Leval 2 [17]



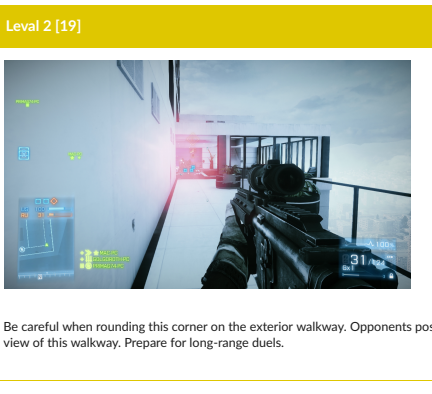
This hallway is a kill zone in all game modes. Always watch for opponents posted at the east or west ends of this corridor. When engaging opponents at intermediate to long range, always aim through your weapon's scope or iron sights to improve accuracy. Dropping prone can also improve accuracy while reducing your visible profile, making you a smaller target for your opponent.

Leval 2 [18]



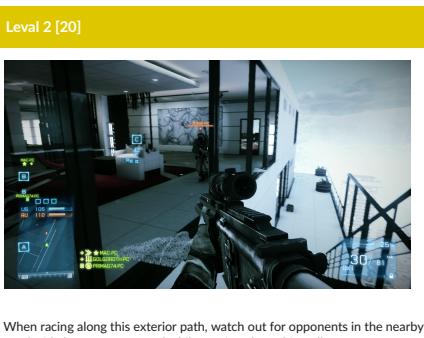
From the south lounge, aim down the narrow hallway to the north, outside the conference rooms. Consider positioning yourself halfway up this staircase in an attempt to remain concealed, but don't stay here long, as this is a high-traffic area and you're likely to be flanked or stabbed from behind.

Leval 2 [19]



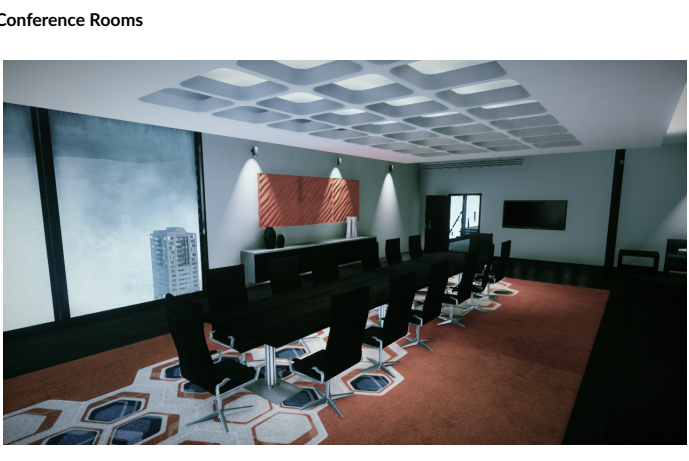
Be careful when rounding this corner on the exterior walkway. Opponents posted in the pool and spa area have a clear view of this walkway. Prepare for long-range duels.

Leval 2 [20]



When racing along this exterior path, watch out for opponents in the nearby lounge. The large windows on the lounge's south side leave you exposed while moving along this walkway.

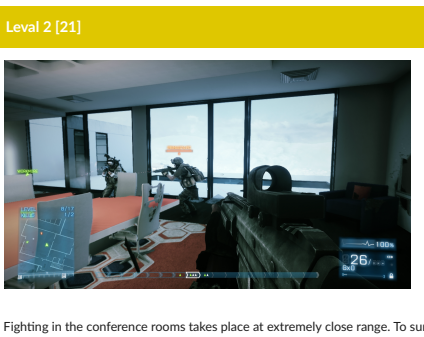
Conference Rooms



There are a series of three conference rooms, all located on the east side of the second floor. The largest of the conference rooms has large windows on the eastern wall, overlooking the rooftop of the pool and spa area. You can hop out these windows and drop through the skylight on the adjoining rooftop to quickly access the pool and spa, a maneuver that comes in handy during Conquest Domination matches.

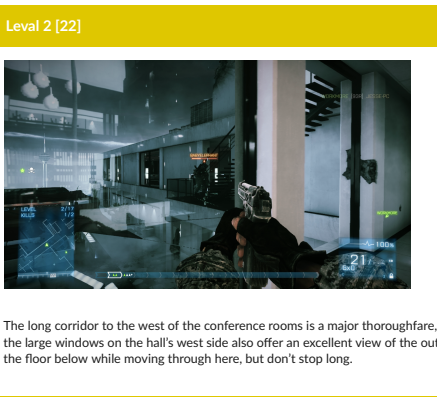
The two other conference rooms, to the south, are much smaller and can become deadly choke points frequented by campers equipped with shotguns and PDWs. Sometimes moving through the conference rooms is safer than racing along the hallway to the west. This long corridor connects the north and south wings. The large windows on the corridor's west side offer a great view of the outdoor lounge below. But don't make a habit of stopping here and engaging opponents on the floor below. Instead, keep moving to avoid being flanked or stabbed in the back. If you want to snipe opponents in the outdoor lounge, you're better off advancing to the sky bar on the floor directly above this corridor.

Leval 2 [21]



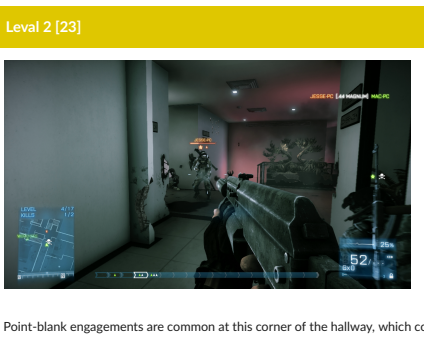
Fighting in the conference rooms takes place at extremely close range. To survive such encounters, don't stand still. Instead, continue moving laterally while avoiding collisions with the conference tables and chairs. Getting hung up on the furniture makes you an easy, stationary target for your opponents.

Leval 2 [22]



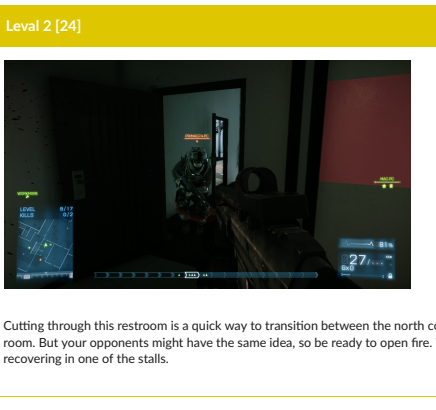
The long corridor to the west of the conference rooms is a major thoroughfare, connecting the north and south wings. But the large windows on the hall's west side also offer an excellent view of the outdoor lounge. Always scan for targets on the floor below while moving through here, but don't stop long.

Leval 2 [23]



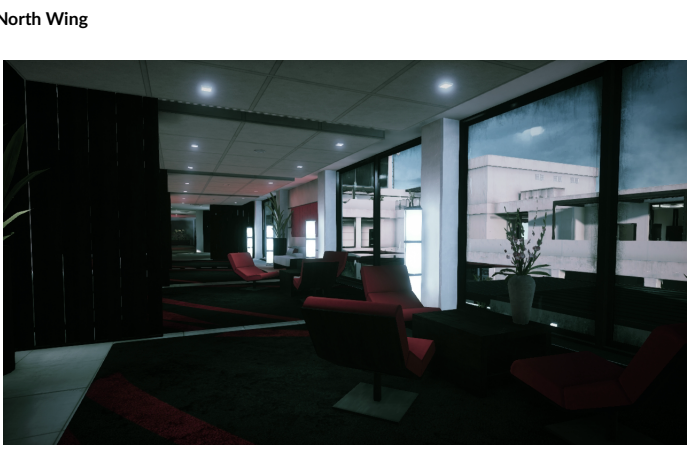
Point-blank engagements are common at this corner of the hallway, which connects to the north wing. Always keep your weapon raised and ready to fire. Sprinting in this cramped junction is a bad idea.

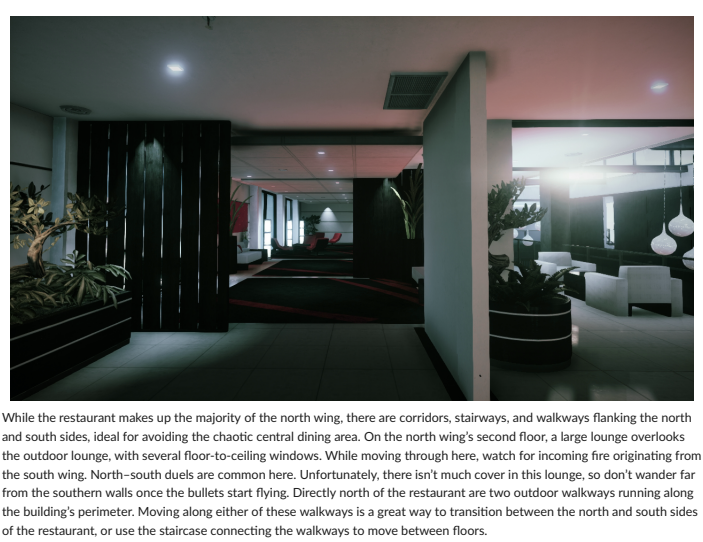
Leval 2 [24]



Cutting through this restroom is a quick way to transition between the north conference room and the south conference room. But your opponents might have the same idea, so be ready to open fire. Watch out for injured opponents recovering in one of the stalls.

North Wing

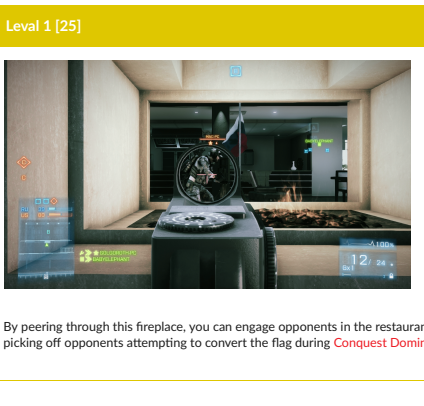




While the restaurant makes up the majority of the north wing, there are corridors, stairways, and walkways flanking the north and south sides, ideal for avoiding the chaotic central dining area. On the north wing's second floor, a large lounge overlooks the outdoor lounge, with several floor-to-ceiling windows. While moving through here, watch for incoming fire originating from the south wing. North–south duels are common here. Unfortunately, there isn't much cover in this lounge, so don't wander far from the southern walls once the bullets start flying. Directly north of the restaurant are two outdoor walkways running along the building's perimeter. Moving along either of these walkways is a great way to transition between the north and south sides of the restaurant, or use the staircase connecting the walkways to move between floors.

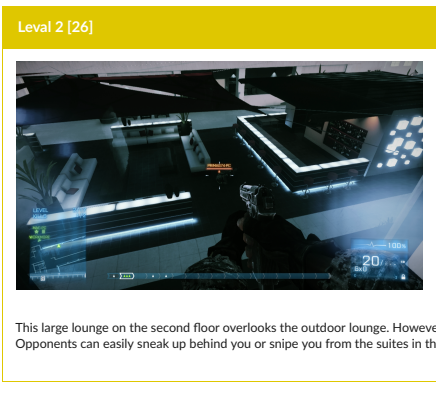
With the exception of some planters and some lounge furniture, there isn't much cover here. So prepare to sidestep and strafe while engaging opponents here. Just be careful not to inadvertently jump off the side of the building in the heat of battle. Given the varied sight lines in this wing, carbines are a safe bet, providing decent range and maneuverability.

Level 1 [25]



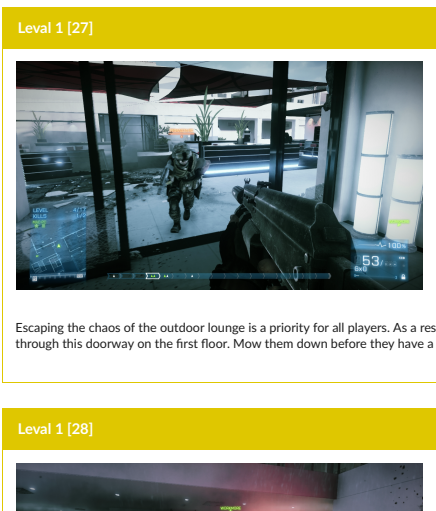
By peering through this fireplace, you can engage opponents in the restaurant's dining area. This comes in handy for picking off opponents attempting to convert the flag during Conquest Domination matches.

Leval 2 [26]



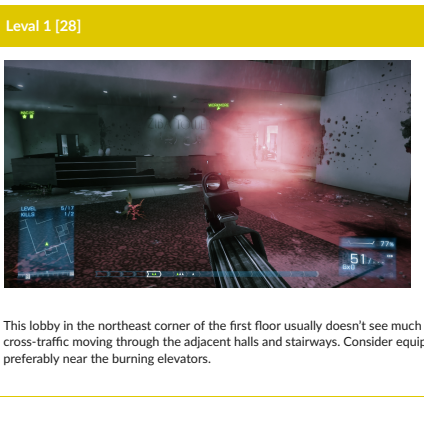
This large lounge on the second floor overlooks the outdoor lounge. However, don't get too comfortable up here. Opponents can easily sneak up behind you or snipe you from the suites in the south wing.

Level 1 [27]



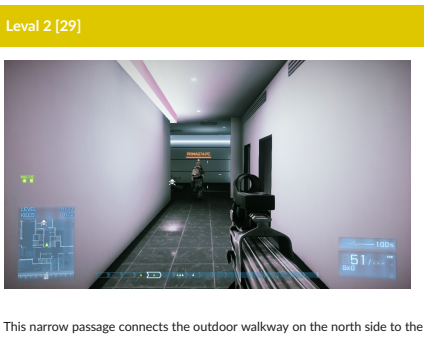
Escaping the chaos of the outdoor lounge is a priority for all players. As a result, you can often spot opponents sprinting through this doorway on the first floor. Mow them down before they have a chance to raise their weapon.

Level 1 [28]



This lobby in the northeast corner of the first floor usually doesn't see much traffic. This makes is an ideal place to ambush cross-traffic moving through the adjacent halls and stairways. Consider equipping a suppressor to remain hidden, preferably near the burning elevators.

Leval 2 [29]



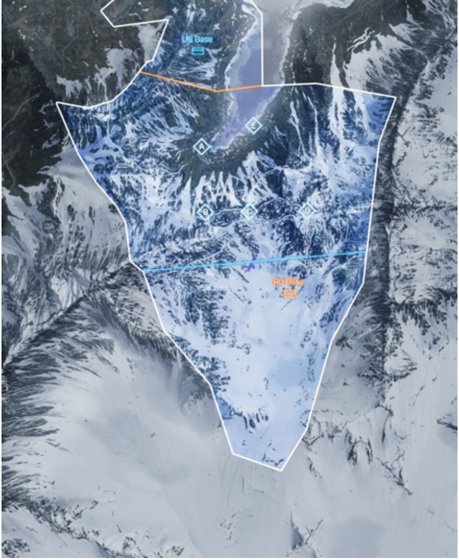
This narrow passage connects the outdoor walkway on the north side to the hall outside the conference rooms. This path is a great way to flank opponents. But watch out for opponents camping inside the restroom stalls on the perimeter.

Armored Kill Battlefields

Alborz Mountain

Alborz Mountain

Conquest



Click here for interactive maps

There are five flags up for grabs in this relatively large Conquest battle. As a result, your team needs to carefully plan out their movements to avoid spreading themselves too thin. As a rule, it's best if your team consolidates their forces around the three flags closest to their base. For the US team this means capturing and holding the mountain village (A), the outskirts (E), and the radio outpost (C). Meanwhile, the RU team should focus on the base camp (B), radio outpost (C), and radar station (D). Once at least three flags are captured, the opposing team will begin losing tickets at a steady rate. If manpower allows, or when playing with more than 32 players, consider a more aggressive approach, capturing four or all five flags. Regardless of what happens during a match, both teams should always strive to hold onto the radio outpost (C) flag because it provides each team with a gunship. In a close match, the firepower afforded by the gunship can make a huge difference.

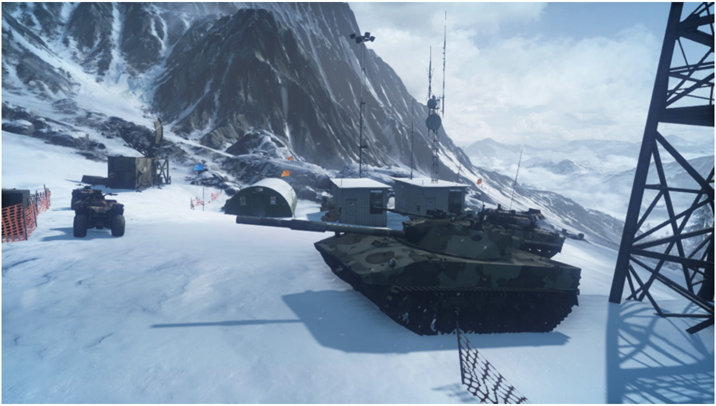
US Base

Base Assets

Name	Quad Bike	LAV-AD	M1128	AH-1Z Viper	F/A-18E Super Hornet
Quantity	2	1	2	1	2
Respawn Time	5 sec.	20 sec.	20 sec.	60 sec.	40 sec.

The US team deploys from the north side of the map, along the western bank of the lake. Ground units starting here have a good chance of capturing the nearby mountain village (A) to the south and outskirts (E) to the east. But it's also important to make a move on the radio outpost (C) near the center of the map. Utilize the M1128s to secure the nearby flags while infantry on the speedy quad bikes rush toward the radio outpost (C). Securing the gunship at the radio outpost (C) early can give the US team a significant advantage. Meanwhile, utilize the AH-1Z Viper and F/A-18E Super Hornets to establish air superiority. The RU team's Mi-28 and SU-35BMs are a constant threat, and the US team's air assets are the best option to neutralize them. The LAV-AD spawned here can also assist in shooting down enemy aircraft. Get it to the radio outpost (C) to help defend the flag from air attacks.

RU Base

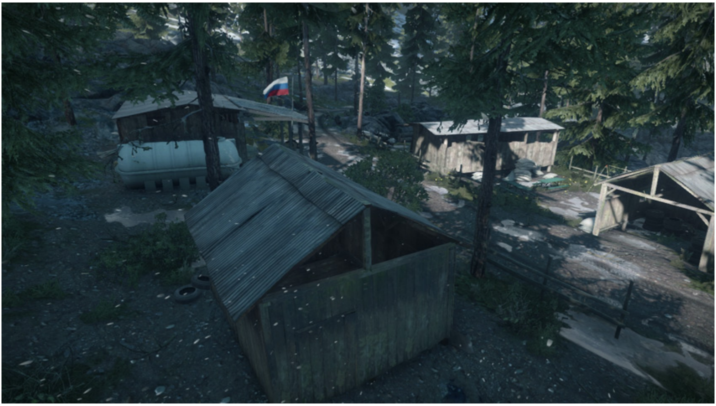


Base Assets

Name	Quad Bike	9K22 Tunguska-M	SPRUT-SD	Mi-28 Havoc	SU-35BM Flanker-E
Quantity	2	1	2	1	2
Respawn Time	5 sec.	20 sec.	20 sec.	60 sec.	40 sec.

The RU team's deployment area is on the south side of the map, amidst the rugged and snowy terrain of the mountains. Although the RU team begins relatively close to the three southern flags, the difficult terrain can make it challenging to reach them. Focus on securing the radio outpost (C) first, utilizing the quad bikes and Tunguska-M. Meanwhile, dispatch the SPRUT-SD tank destroyers toward the radar station (D) and base camp (B). When possible, always use the roads to reach these control points in an effort to avoid the steep surrounding terrain. The RU team's air assets are necessary to suppress the US aircraft. As long as the US jets and helicopter are engaged, they won't have time to harass the RU team's ground units. Make an effort to capture and hold the three southern control points, then go on the defensive. There's no need to spread your forces too thin, particularly in a close match. Concede the mountain village (A) and outskirts (E) to the US team if necessary.

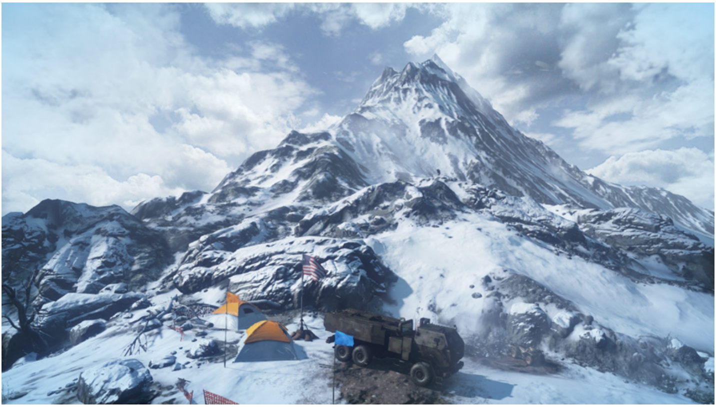
A: Mountain Village

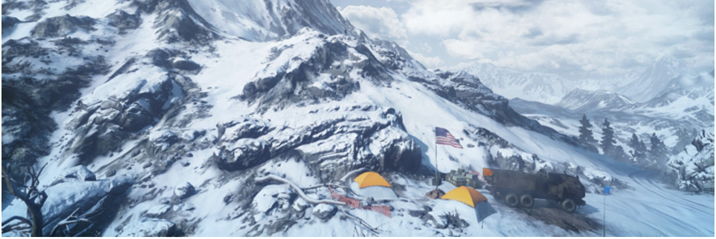


Control Point Assets		
US Control	**RU Control**	**Respawn Time**
Quad Bike (1)	Quad Bike (1)	5 sec.

Given its close proximity to the US base, this flag is most likely to fall in the hands of the US team early on during the round. However, the RU team shouldn't give up on this control point entirely, especially if all other flags are in friendly hands. Securing a spawn point so close to the US base allows the RU team to lay siege to their opponents. But given the lack of firepower produced by this control point, holding the flag here can be costly, as RU defenders will face an endless onslaught of US vehicles approaching from the north. For the RU team it's often best to concede this flag to the US team rather than suffer heavy casualties trying to defend it. The wooden shacks surrounding the flag don't offer great protection, but they still serve as good hiding spots from which to convert the flag. Using the quad bike spawned here it's easy to reach the outskirts (E) to the northeast and the radio outpost (C) to the north.

B: Base Camp

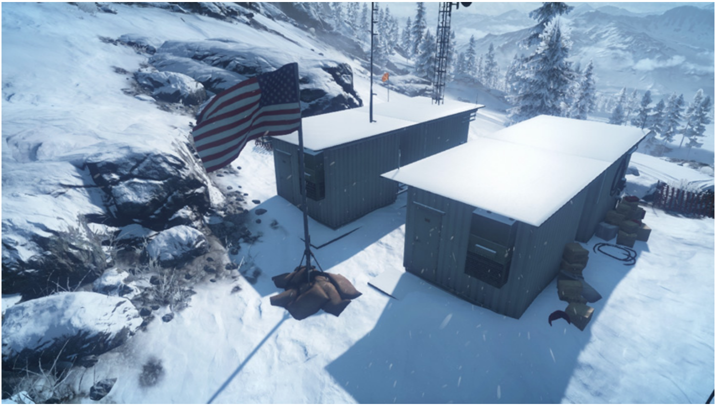




Control Point Assets		
US Control	**RU Control**	**Respawn Time**
Quad Bike (1)	Quad Bike (1)	5 sec.
M142 (1)	BM-23 (1)	60 sec.

In better times, this location served as a high-altitude camp frequented by climbers seeking to scale the rocky face of the nearby mountain. But now both sides are fighting over this camp to gain a strategic foothold on the region. Since this flag spawns rocket artillery units for both teams, expect heavy fighting here. The open terrain and sparse cover make this control point relatively easy to attack but difficult to defend. There are virtually no hiding spots for defenders, making them vulnerable to bombardment by armored units and aircraft, including the gunship. As a result, a passive defense utilizing mines and C4 is preferable. Recon troops spawning here have a great line of sight on the areas to the east, including the radio outpost (C). Likewise, the M142 and BM-23 artillery units spawned here have a relatively clear view of the flags to the east, making it easy to rain down rockets on opponents from an impressive range.

C: Radio Outpost

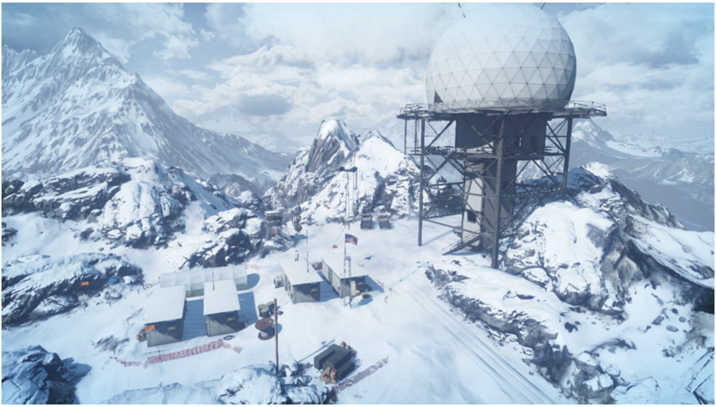


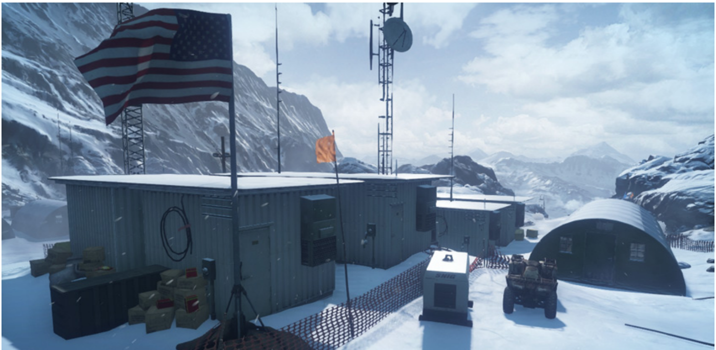
Control Point Assets

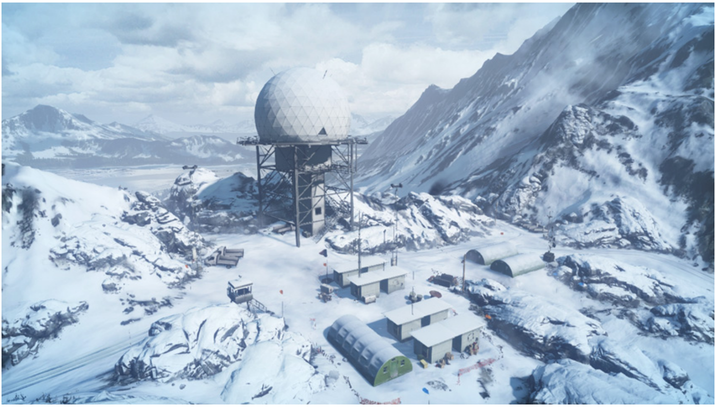
US Control	RU Control	Respawn Time
Gunship (1)	Gunship (1)	60 sec.

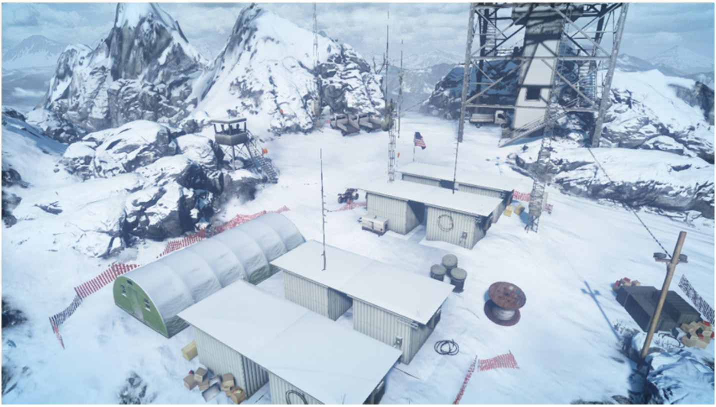
It may not look like much, but this unassuming control point in the middle of the mountain range is one of the most critical locations on the map. Whichever team controls this flag gains access to a gunship. The gunship is an extra air asset that orbits the battlefield, serving as a mobile weapons platform and infantry spawn point. Controlling the gunship can easily turn the tide of any match, so expect heavy fighting here. With the exception of two small structures near the flagpole, there isn't much cover. Defending infantry should watch the flag from a distance, using the surrounding rocks for cover and concealment. This area is often rushed by vehicles, such as quad bikes, so don't overlook the importance of placing mines along the connecting roads. Be ready to fend off attackers approaching from the nearby base camp (B) or radar station (D) control point.

D: Radar Station





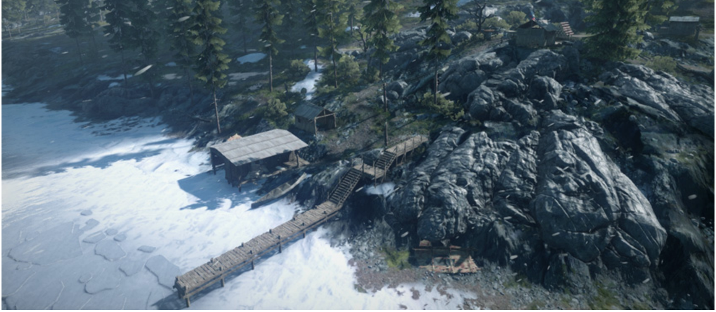


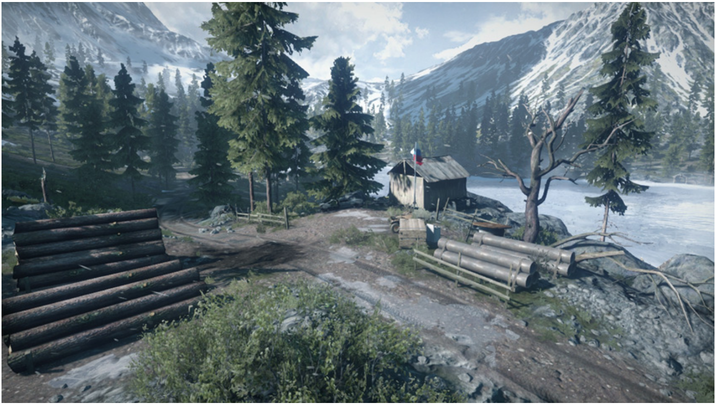


Control Point Assets		
US Control	**RU Control**	**Respawn Time**
Quad Bike (1)	Quad Bike (1)	5 sec.

The massive, domed radar tower at this control point stands out, even amid the surrounding mountains. Sitting on the southeast side of the map, this control point is well within the RU team's sphere of influence, situated only a few hundred meters from their base. But outside the great view offered by the radar tower, this isn't a high-value control point, spawning only one quad bike for each team. Still, the RU team should work to maintain this control point throughout the match as it provides them with a spawn point close to the radio outpost (C) only a short distance to the west. The radar tower is a popular sniping perch for recon troops. From the tower's upper-level catwalk it's possible to monitor the surrounding roads as well as engage targets as far away as the base camp (B) to the west or outskirts (E) to the north. The flagpole here is surrounded by several buildings, providing plenty of hiding spots for infantry seeking to capture or contest the flag.

E: Outskirts

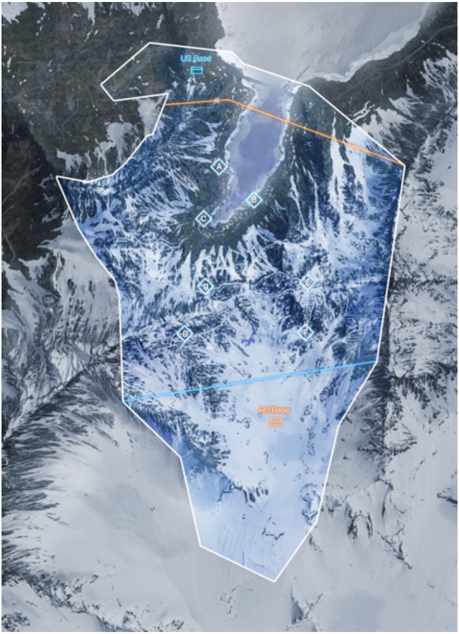




Control Point Assets		
US Control	**RU Control**	**Respawn Time**
Quad Bike (1)	Quad Bike (1)	5 sec.

This small logging camp is directly east of the US base, on the opposite side of the frozen lake. As a result, there's a good chance the US team will capture the outskirts (E) early during the round. But oftentimes, this control point is left undefended, making it easy for the RU team to sneak in and capture the flag. The RU team should only attempt to defend this point if they already hold the other four flags. This position makes it easy to engage US vehicles rushing across the frozen lake to the west. Given its rather isolated location, intense fighting over this flag is rare. Once it's captured, a single squad (consisting mostly of engineers and support troops) should have no problem locking down this control point. However, watch out for enemy recon troops posted on the domed tower at the radar station (D)—utilize the nearby rocks and dense foliage to prevent getting sniped.

Conquest 64



Click here for interactive maps

This variant of the map introduces two more control points as well as more ground and air vehicles. Even with 64 players, it's important to manage your team to prevent spreading your units too thin across this massive alpine map. There are seven flags up for grabs in this Conquest battle, so start off conservatively by securing the four flags closest to your team's base. This means the US team should attempt to capture the fishing huts (A), outskirts (B), mountain village (C), and radar station (E). Meanwhile, the RU team should focus on controlling the base camp (D), radar station (E), communication station (F), and cave outpost (G). Consolidating your forces around four flags initiates the drain on the opposing team's ticket count, helping give your team the lead. If manpower allows, branch out and try to capture one or two more flags. But in the process, don't leave any of your team's flags undefended. If the enemy wants your control points, make them fight for them. In particular, make an effort to capture and hold the radar station (E) throughout the match so your team can control the gunship. Be ready to support attack and defensive efforts around the radar station (E), as it will most likely see the heaviest action.

US Base

Base Assets

Name	Quad Bike	Growler ITV	LAV-AD	M1128	M1 Abrams	UH-1Y Venom	AH-1Z Viper	F/A-18E Super Hornet
Quantity	1	2	1	2	1	1	1	2
Respawn Time	5 sec.	20 sec.	40 sec.	40 sec.	60 sec.	90 sec.	60 sec.	40 sec.

The US team begins the battle on the north side of the map, along the west bank of the frozen lake. While there are plenty of vehicles to go around, be careful not to leave any teammates stranded at the base. The M1128 tank destroyers are very efficient troop transports, ideal for moving infantry to the nearby control points. Use the fast-moving UH-1Y Venom, Growler ITV, and quad bike to rush distant control points like the base camp (D) and radar station (E) while the rest of the team focuses on the northern flags along the banks of the lake. Throughout the battle don't forget to return to the US base to retrieve freshly spawned vehicles. Hot spots like the radar station (E) can benefit from armored reinforcements, both when attacking and defending. Always maintain a presence in the air to help counter the threat posed by the RU team's jets and helicopters. Friendly units are particularly vulnerable to air strikes when defending the central control points along the mountain range. The primary role of the US jets is to keep friendly ground units safe, so choose your loadout accordingly.

RU Base

Base Assets

Name	Quad Bike	VDV Buggy	9K22 Tunguska-M	SPRUT-SD	T-90A	KA-60 Kasatka	Mi-28 Havoc	SU-35BM Flanker-E
Quantity	1	2	1	2	1	1	1	2
Respawn Time	5 sec.	20 sec.	40 sec.	40 sec.	60 sec.	90 sec.	60 sec.	40 sec.

The southern slope of the mountain range serves as the deployment area for the RU team, putting them within striking distance of the highly contested radar station (E) control point. This flag should be rushed early with the KA-60 helicopter while the ground units scatter to capture the remaining control points situated along the mountain range. If the RU team acts quickly they can capture the four mountain-based flags and initiate a drain on the US team's ticket count. The quad bike, VDV Buggy, and SPRUT-SD tank destroyers are all instrumental in capturing these flags early on. As the ground forces spread out along the mountain range, use the Mi-28 and SU-35BMs to provide cover from the air. RU vehicles traveling along the mountain roads are easy targets for enemy aircraft. So be ready to engage the US jets and helicopters in an effort to protect your teammates on the ground. Get the 9K22 Tunguska-M to the radar station (E) as fast as possible to help provide an extra layer of air defense.

A: Fishing Huts

Control Point Assets		
US Control	**RU Control**	**Respawn Time**
Growler ITV (1)	VDV Buggy (1)	20 sec.
M142 (1)	BM-23 (1)	50 sec.

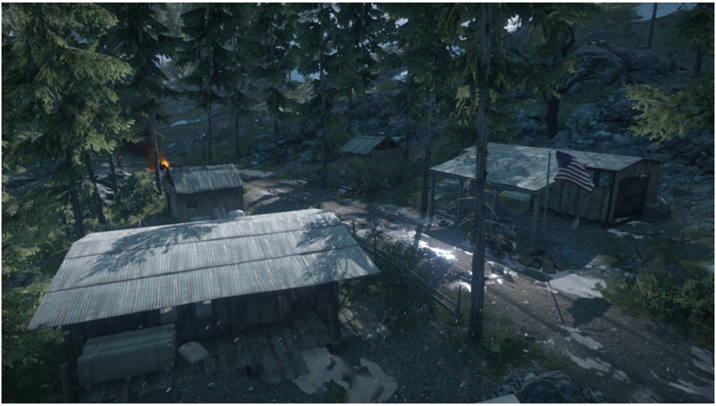
This control point is just south of the US base, making it relatively easy for the US team to capture and hold throughout the course of the battle. The flagpole is situated in a small cluster of small wooden sheds and cabins used to house fishermen and their equipment during more peaceful times. The flag (and its capture radius) can be reached via the narrow dirt road to the east, connecting the control point to the US base and mountain village (C). Both teams gain access to a mobile rocket artillery unit here. For this reason, the US team should put some extra effort into holding onto this flag. If the RU team captures this flag, they can use the BM-23 spawned here to rain down rocket artillery on the US base and its large collection of vehicles. Such siege tactics can be devastating to the US, especially if they possess no other flags or spawn points.

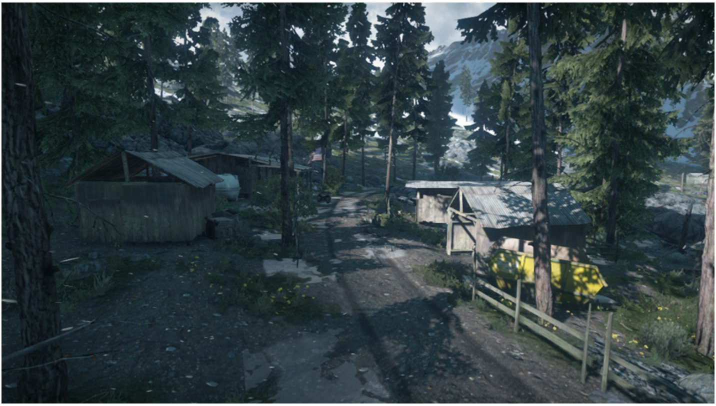
B: Outskirts

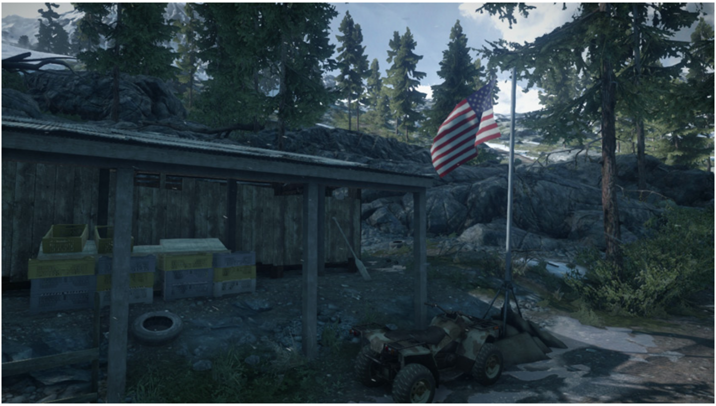
Control Point Assets		
US Control	**RU Control**	**Respawn Time**
Quad Bike (2)	Quad Bike (2)	5 sec.

This small logging camp is directly east of the US base, on the opposite side of the frozen lake. As a result, there's a good chance the US team will capture the outskirts (B) early during the round. But oftentimes, this control point is left undefended, making it easy for the RU team to sneak in and capture the flag. The RU team should only attempt to defend this point if they already hold the other six flags. This position makes it easy to engage US vehicles rushing across the frozen lake to the west. Given its rather isolated location, intense fights over this flag are rare. Once it's captured, a single squad (consisting mostly of engineers and support troops) should have no problem locking down this control point. However, watch out for enemy recon troops posted on the domed tower at the radar station (E)—utilize the nearby rocks and dense foliage to prevent getting sniped.

C: Mountain Village





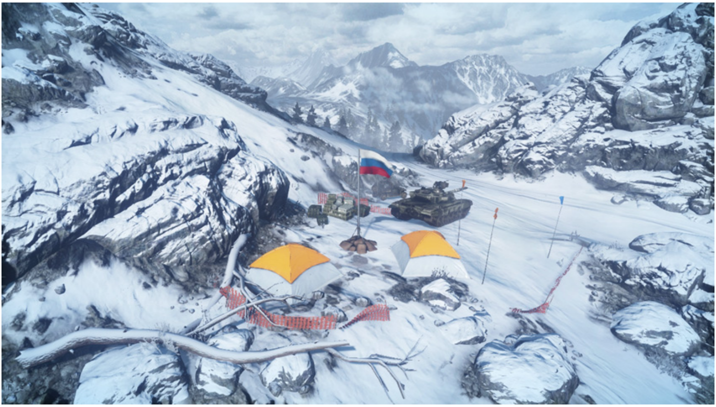


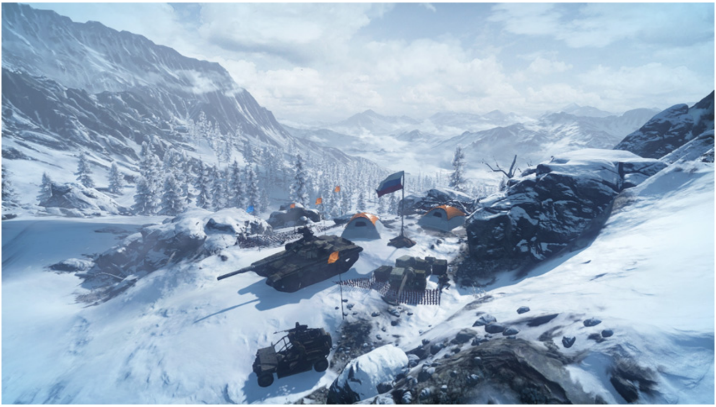
Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (2)	Quad Bike (2)	5 sec.
Growler ITV (1)	VDV Buggy (1)	20 sec.

Given its proximity to the US base, this flag is most likely to fall in the hands of the US team early on during the round. However, the RU team shouldn't give up on this control point entirely, especially if all four mountain-based flags are under their control. Securing a spawn point so close to the US base allows the RU team to branch out and hit the fishing huts (A) and outskirts (B). But given the lack of firepower produced by this control point, holding the flag here can be costly, as RU defenders will face an endless onslaught of US vehicles approaching from the north. For the RU team it's often best to concede this flag to the US team rather than suffer heavy casualties trying to defend it. The wooden shacks surrounding the flag don't offer great protection, but they still serve as good hiding spots from which to convert the flag. Using the quad bikes spawned here it's easy to reach the outskirts (B) to the northeast and the radar station (E) to the north.

D: Base Camp



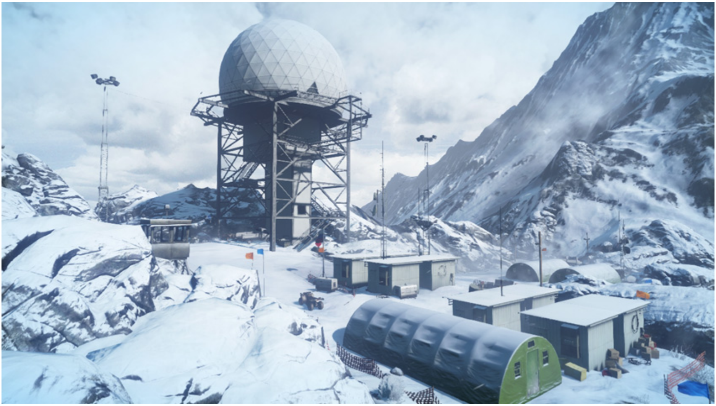


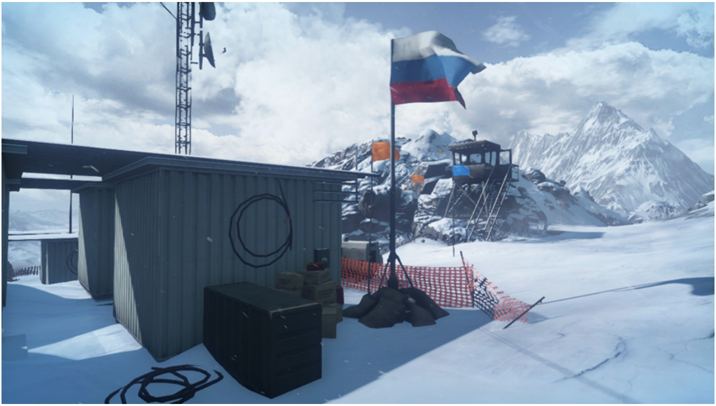
Control Point Assets

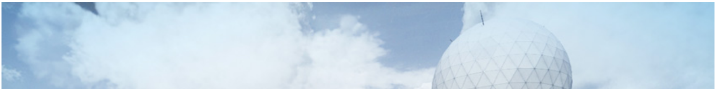
US Control	RU Control	Respawn Time
Growler ITV (1)	VDV Buggy (1)	20 sec.
M1 Abrams (1)	T-90A (1)	60 sec.

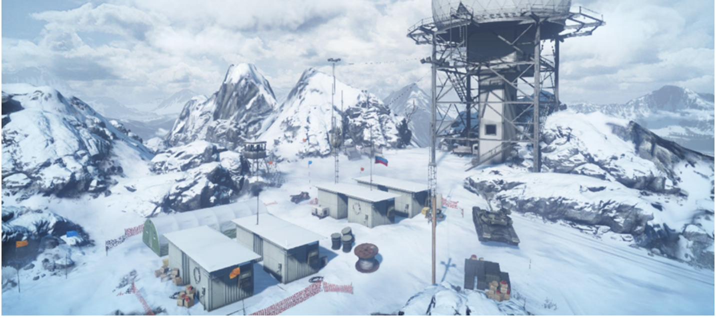
In better times, this location served as a high-altitude camp frequented by climbers seeking to scale the rocky face of the nearby mountain. But now both sides are fighting over this camp to gain a strategic foothold on the region. Since this flag spawns rocket artillery units for both teams, expect heavy fighting here. The open terrain and sparse cover make this control point relatively easy to attack but difficult to defend. There are virtually no hiding spots for defenders, making them vulnerable to bombardment by armored units and aircraft, including the gunship. As a result, a passive defense utilizing mines and C4 is preferable. Recon troops spawning here have a great line of sight on the areas to the east, including the radar station (E). The M1 Abrams and T-90A tanks spawned here provide both teams with some much-needed firepower to defend this flag and the surrounding control points. But it's best to move these tanks out soon, as they pose a tempting target for enemy aircraft.

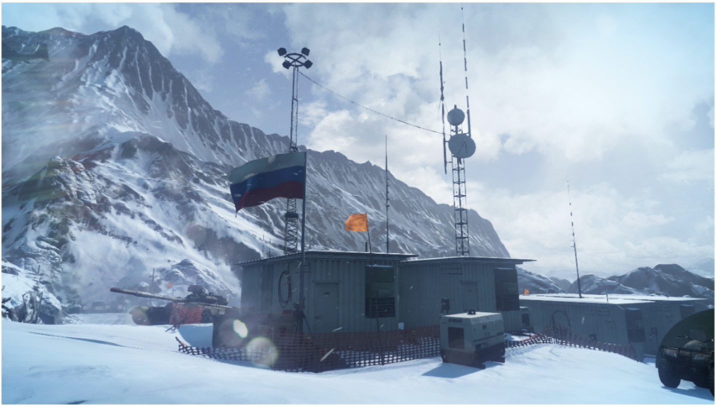
E: Radar Station









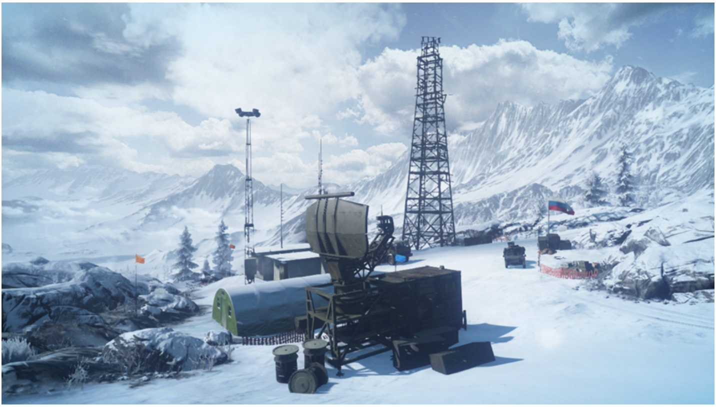


Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
M1 Abrams (1)	T-90A (1)	60 sec.
Gunship (1)	Gunship (1)	60 sec.

The massive, domed radar tower at this control point stands out, even among the surrounding mountains. Sitting on the southeast side of the map, this control point is well within the RU team's sphere of influence, situated only a few hundred meters from their base. In addition to the great view offered by the radar tower, this control point grants the controlling team access to a gunship, making this one of the most fought over pieces of territory on the map. Both teams should rush to this flag early on and try to secure it before the opposing team arrives. Gaining access to the gunship's firepower can significantly alter the course of the battle. In addition to the valuable gunship, both teams also gain a tank when holding this flag. The radar tower is a popular sniping perch for recon troops. From the tower's upper-level catwalk it's possible to monitor the surrounding roads and engage targets as far away as the base camp (D) to the west or outskirts (B) to the north. The flagpole here is surrounded by several buildings, providing plenty of hiding spots for infantry seeking to capture or contest the flag.

F: Communication Station

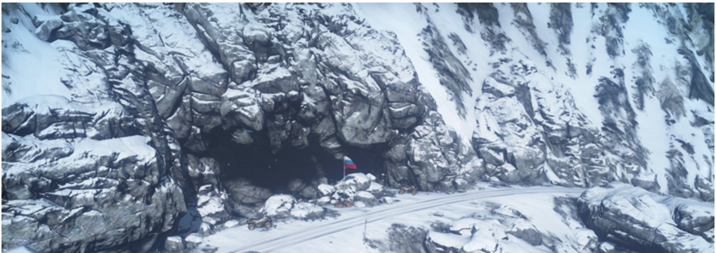


Control Point Assets

US Control	RU Control	Respawn Time
Growler ITV (1)	VDV Buggy (1)	20 sec.
M142 (1)	BM-23 (1)	50 sec.

As the closest control point to the RU base, the communication station (F) is likely to be held by the RU team throughout the duration of the match. The control point is positioned on the eastern crest of the mountain range, offering little cover or concealment for infantry or vehicles. Once it's captured, defenders should rely on mines and C4 to surprise attackers, while monitoring the flag from the surrounding rocky terrain. The snow-covered roads here offer quick access to the nearby radar station (E) and base camp (D) control points. Both teams also gain a mobile rocket artillery unit here, ideal for bombarding enemy ground units from long range. If the US team manages to capture this flag they can use the M142 to lay siege to the RU base, located directly to the south. But in a close match, the US team is better off consolidating their forces around the northern control points. Defending this location can be tough given the large number of RU vehicles streaming in from the south.

G: Cave Outpost

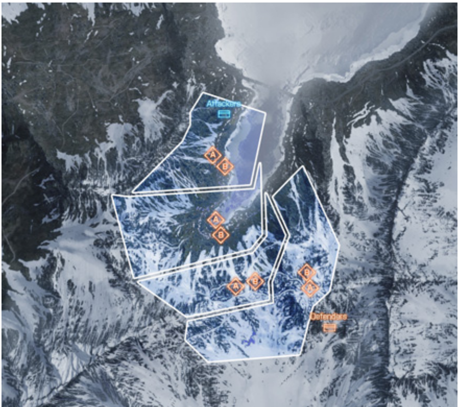


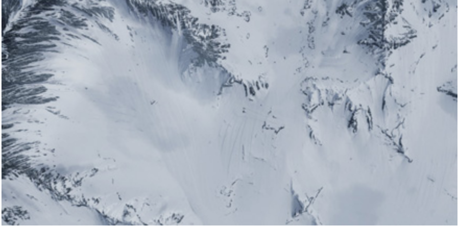
Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.

The cave outpost (G) control point is in the southwest corner of the map. Given its somewhat remote location and rocky terrain, this flag doesn't see as much action as some of the more centrally placed control points. When possible, race to the flag on a quad bike, Growler ITV, or VDV Buggy. These fast vehicles have the easiest time negotiating the steep terrain, particularly when traveling off-road. Heavier vehicles such as tanks and tank destroyers should utilize the roads when traveling to and away from this flag. The flag can be captured or contested from within the small cave to the west, but the cave is a dead end, so think twice about hiding here. All it takes is a grenade or other explosives to flush defenders out of the shallow cave. The high elevation makes this spot great for monitoring enemy traffic to the east. Recon troops should consider posting a SOFLAM nearby to designate targets loitering around the radar station (E). When leaving the cave outpost (G), always take one of the provided quad bikes unless you prefer long scenic walks through the snow.

Rush

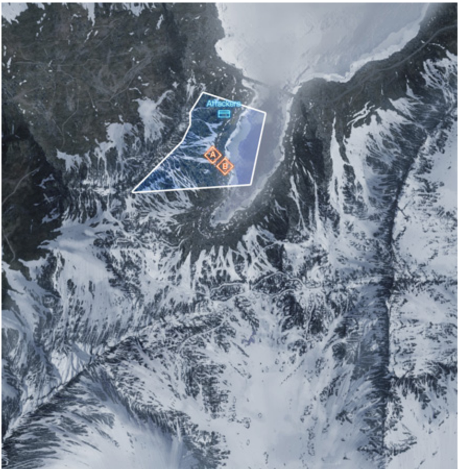


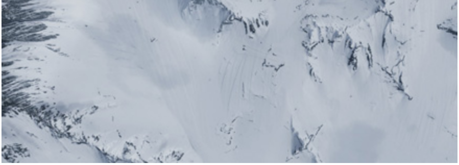


Click here for interactive maps

This Rush battle is spread across four zones, starting in the lower elevations near the lake before climbing into the rugged mountain range. While the US attackers maintain a significant vehicle advantage throughout the course of the battle, they'll need to make the most of these assets to secure a victory on this challenging map. In many instances the challenging terrain forces the US attackers to perform predictable frontal assaults on each defensive position. This makes the US vehicles vulnerable to ambushes by the defenders. While the terrain is a hindrance to the US team, the narrow roads and dense forests are a key asset for the RU defenders. Throughout the battle the defenders have access to only one T-90A and a single SU-25TM Frogfoot. This means the defenders are largely an infantry force facing off against an onslaught of US vehicles. While engineers are the most effective at taking out vehicles, the defenders must also rely on recon troops to spot incoming attackers, preferably with MAVs and T-UGS motion sensors. By leveraging the natural choke points and keeping tabs on the whereabouts of the attackers, the RU team has a strong chance of holding out for a victory despite their lack of vehicles.

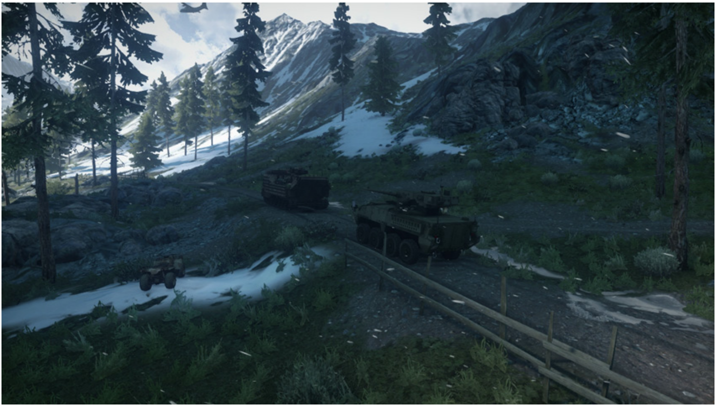
Zone 1: Fishing Huts





US Deployment

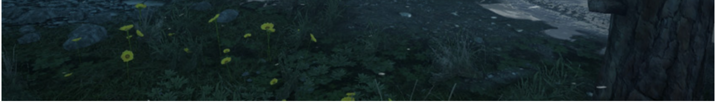
U.S. AIR FORCE



Deployment Area Assets					
Name	**Quad Bike**	**M1128**	**AAV-7A1 AMTRAC**	**A-10 Thunderbolt**	**Gunship**
Quantity	2	1	1	1	1
Respawn Time	5 sec.	20 sec.	60 sec.	40 sec.	120 sec.

During the opening phase of the battle, the US team deploys on the western bank of the lake, just north of the fishing huts. As usual, the attackers have a significant advantage when it comes to vehicles—try rushing the objectives early with the quad bikes before the RU team can dig in. But once the defenders are situated it takes a concerted effort to push them back before the M-COM stations can be approached and destroyed. Lead the attack with the M1128 tank destroyer, and make sure at least one engineer with a repair tool rides in the back. Without the support of engineers, the M1128 won't last long against the RU team's T-90A. The tank destroyer can gain the upper hand if supported from the air by the A-10 and gunship. Meanwhile, rush the objectives with the AAV-7A1 AMTRAC. This vehicle can serve as a forward spawn point for the whole team, allowing the US to apply constant pressure on the fishing huts and its objectives.

RU Deployment

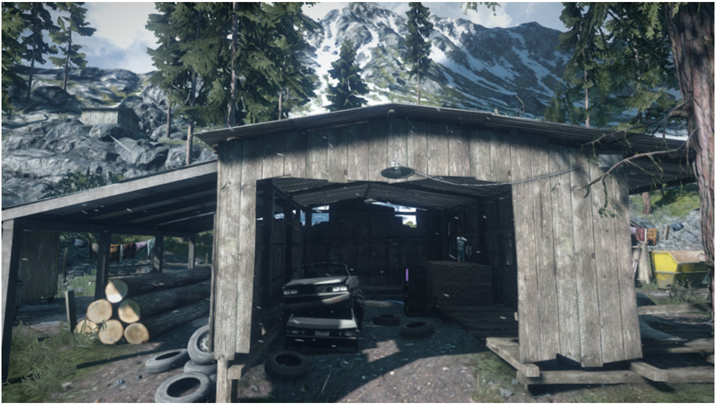


Deployment Area Assets

Name	T-90A	SU-25TM Frogfoot
Quantity	1	1
Respawn Time	60 sec.	40 sec.

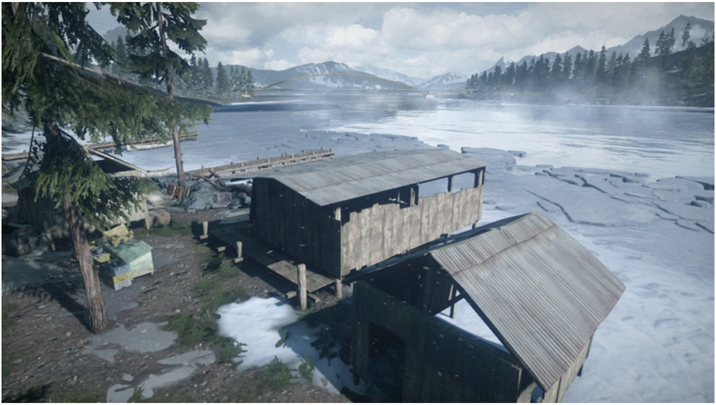
At the start of the battle, the RU team deploys on the south side of the fishing huts, leaving the objectives wide open for early-round attacks. Move the T-90A north as quickly as possible in an effort to secure the objectives. Infantry must sprint toward the objectives and assume a defensive posture. Engineers are necessary to keep the T-90A repaired at all times—their mines and rocket launchers also come in handy for countering the onslaught of US vehicles racing in from the north. While the T-90A and infantry work to secure the fishing huts, get the SU-25TM into the air so it can counter the US team's A-10 and gunship. Although it's a ground-attack aircraft, the SU-25TM is best suited for shooting down the US team's air assets in this battle. Denying the US team close air support is key to weakening their offensive capabilities. When the US aircraft are destroyed, the SU-25TM can assist by strafing the US team's ground vehicles. But the wooded terrain can make strafing runs somewhat dangerous, so watch your altitude.

M-COM Station A



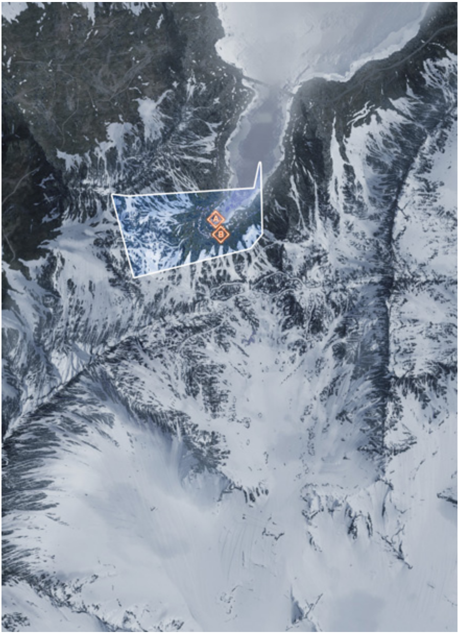
M-COM Station A is the closest objective to the US deployment area and most likely to come under attack first. The US attackers should rush this objective early during the round, preferably with quad bikes or by parachuting out of the gunship. Unless approaching in the T-90A, the RU team has a difficult time reaching this objective before the US team. Sometimes it's better to consolidate defenses around M-COM Station B than to try to defend this distant objective. The M-COM station is housed within a rickety garage adjacent to the dirt road cutting through the fishing huts. The garage's interior is accessible from the road as well as from a narrow doorway on its north side. The wooden walls of the garage will not stand up to heavy fire, making it a poor hiding spot. Instead, defenders should booby-trap the interior and then back off and guard the perimeter.

M-COM Station B

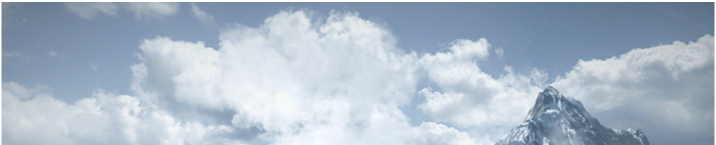


This objective is housed within a wooden boathouse on the western shore of the lake. Given its proximity to the RU deployment area, the defenders have a much easier time reaching and locking down this objective than they do M-COM Station A. For the attackers, it's easiest to reach this boathouse by traveling along the frozen western bank of the lake. The amphibious AAV-7A1 AMTRAC can even approach from the water to the east in an effort to flank the boathouse and act as a forward spawn point. However, defenders should expect most attacks to come along the dirt road from the north. Mining the dirt road and booby-trapping the boathouse's interior is highly advisable. But don't rely solely on passive defenses. If you're not constantly watching, infantry can sneak in from the north or drop in via parachute from the US team's gunship. Consider parking the T-90A in the woods to the south or west to reinforce this position against infantry and vehicle attacks.

Zone 2: Mountain Village



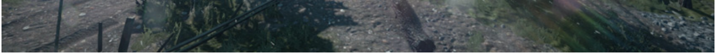
US Deployment



Deployment Area Assets					
Name	**Quad Bike**	**M1128**	**AAV-7A1 AMTRAC**	**A-10 Thunderbolt**	**Gunship**
Quantity	3	2	1	1	1
Respawn Time	5 sec.	20 sec.	60 sec.	40 sec.	120 sec.

After knocking out the first pair of objectives, the US deployment area moves south to the fishing huts. Here the US gains access to an extra quad bike and M1128 tank destroyer, allowing for greater firepower and mobility as they press toward the new objectives at the mountain village. Since the RU team has a few seconds to dig in around the objectives, avoid early-round rushes in quad bikes or parachutes. Instead, lead a coordinated attack on the mountain village with both tank destroyers and the AMTRAC. The firepower of these three vehicles is enough to overwhelm the defenders. At the very least, a frontal assault can serve as a distraction, allowing infantry on quad bikes to stage flanking attacks, hitting the mountain village from the east. Both the A-10 and gunship are great for softening defensive positions, but watch out for the RU team's SU-25TM. If left unchallenged, the SU-25TM can seriously hinder the advance by the tank destroyers and AMTRAC.

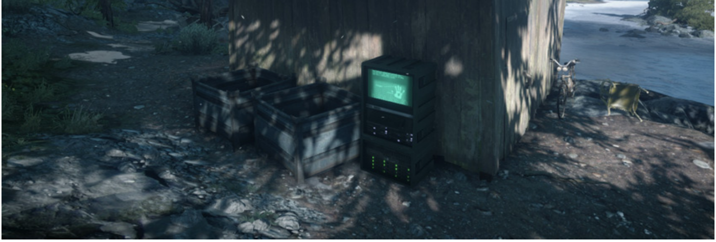
RU Deployment



Deployment Area Assets		
Name	**T-90A**	**SU-25TM Frogfoot**
Quantity	1	1
Respawn Time	60 sec.	40 sec.

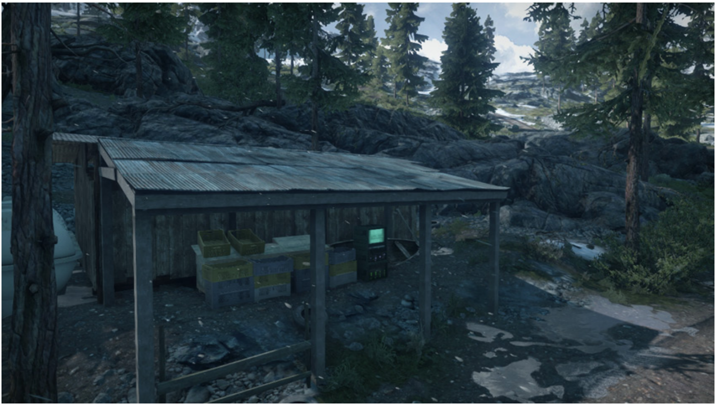
Following the destruction of the objectives at the fishing huts the RU team's deployment area is pushed back to the east side of the mountain village. Unlike in the first phase, the RU team has a few seconds to regroup and consolidate their forces around the mountain village before the US team arrives. Use these precious seconds to move the T-90A forward, taking a position along the dirt road between the two M-COM stations. Back up the T-90A with engineers equipped with repair tools—the T-90A will need plenty of assistance if it hopes to survive the fight with the incoming US tank destroyers. Engineers can assist offensively as well by deploying mines and launching rockets at the incoming US vehicles. Keep the SU-25TM airborne to deal with the US team's aircraft. Shooting down the US team's A-10 and gunship can alleviate pressure on the ground, allowing defenders to focus solely on the ground assault.

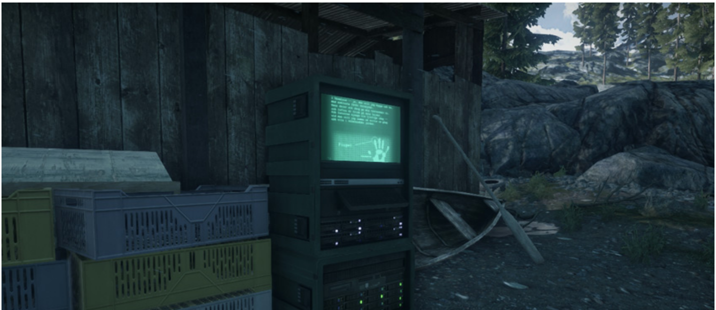
M-COM Station A

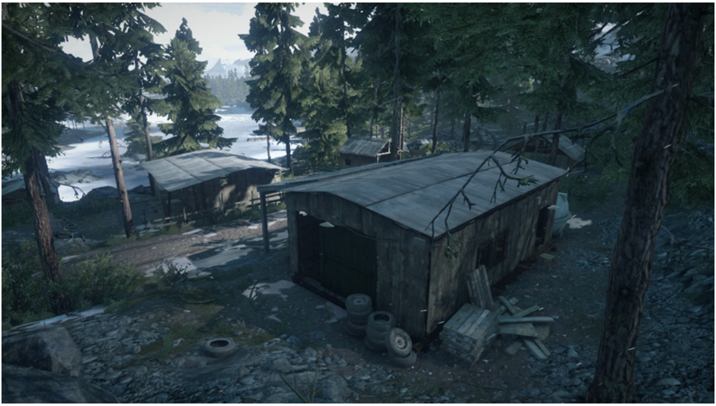


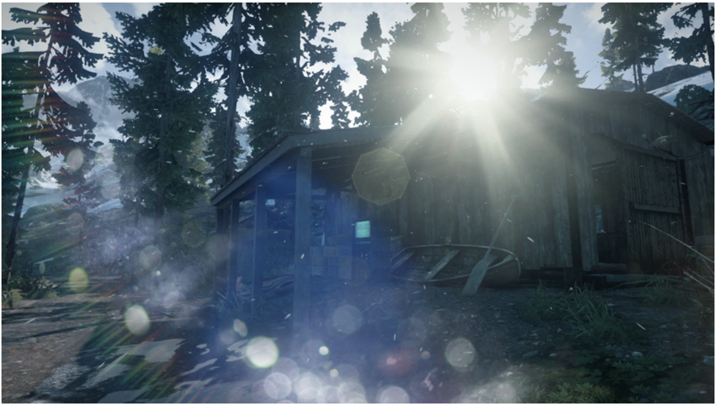
M-COM Station A is situated on the outside of a small wooden shack on the southern bank of the lake. The terrain around the shack is wooded and rocky, making vehicle access a little difficult, especially for large tracked vehicles like tanks and tank destroyers. As a result, defenders are better off guarding this area on foot, watching the objective from the surrounding structures. When a slow and steady advance on foot isn't possible, the US attackers should rely on their quad bikes to rush toward this objective. Attempts to set a charge can be supported by the AMTRAC parked on the frozen lake to the north. Given the lack of cover around the objective, both teams should utilize smoke when attempting to arm or disarm this M-COM station.

M-COM Station B



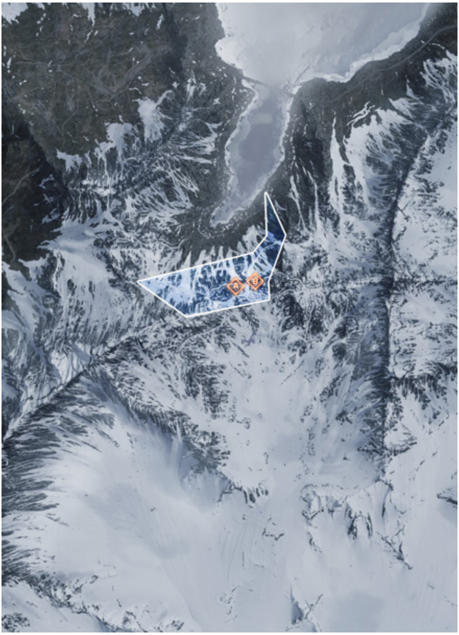






This objective is located beneath the awning of a wooden storage shed on the south side of the mountain village. Given the M-COM station's nearness to the dirt road, this objective is often rushed by vehicles approaching from the fishing huts. Defenders can slow down the attackers by placing mines along the dirt road to the west. Parking the T-90A on the road next to the objective is also a good deterrent. When attacking this objective, the US team should park their tank destroyers to the west and provide fire support while the AMTRAC moves close to the M-COM station and serves as a forward spawn point for the team. Don't forget to make use of the AMTRAC's grenade launcher and machine gun turret—these weapons are ideal for providing cover fire while infantry set a charge on the objective.

Zone 3: Radio Outpost



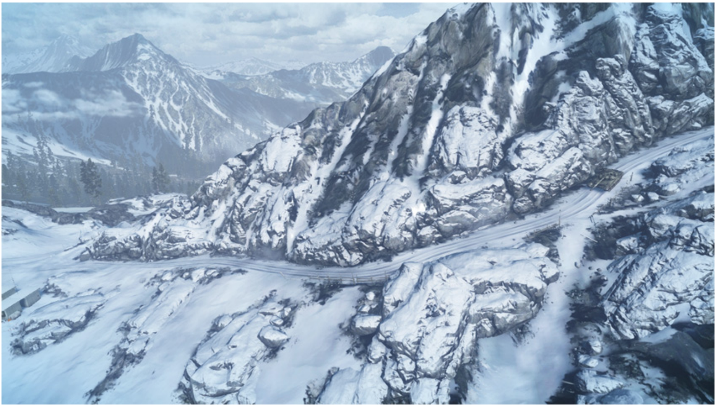
US Deployment

U.S. AIR FORCE

Deployment Area Assets					
Name	**Quad Bike**	**M1128**	**AAV-7A1 AMTRAC**	**A-10 Thunderbolt**	**Gunship**
Quantity	3	2	1	1	1
Respawn Time	5 sec.	20 sec.	60 sec.	40 sec.	120 sec.

As the US team enters the third phase of the battle, they maintain the same type and number of vehicles. However, the climb to the next set of M-COM stations, at the radio outpost, is steep and treacherous, making the tank destroyers and AMTRAC less effective. As the battle transitions into the mountain, there are also far fewer trees, making these slow-moving vehicles easy targets for the RU team's SU-25TM. The quad bikes are far more effective in handling the rough terrain leading up to the radio outpost. Unlike the tank destroyers and AMTRAC, the quad bikes can go off road and avoid ambushes staged along the narrow, snowy roads. The lack of trees in this area also makes it easier for US air assets to spot and target defenders on the ground. Use the gunship to clear a path for advancing troops and vehicles while the A-10 hunts down the RU team's SU-25TM.

RU Deployment

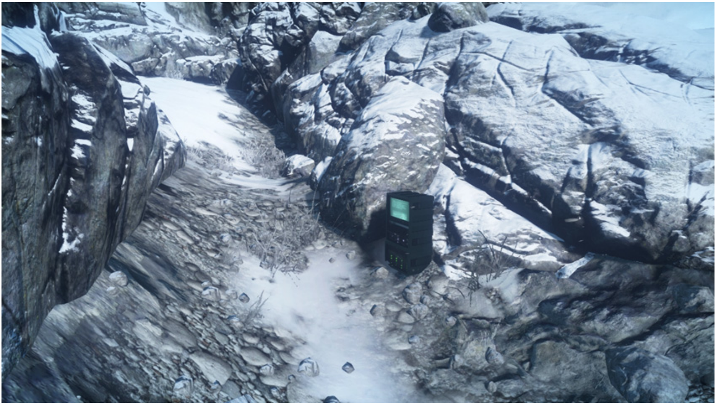


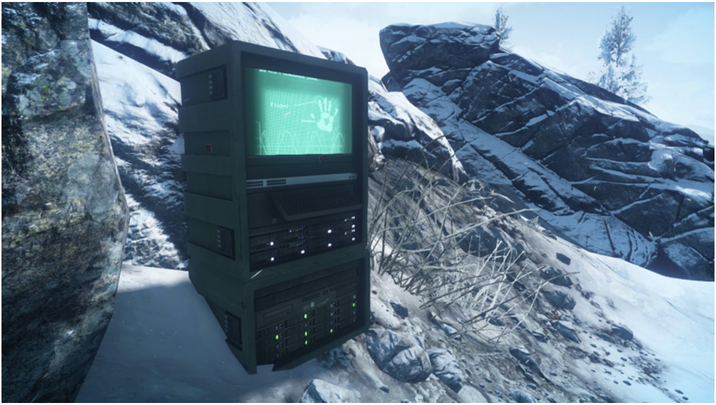
Deployment Area Assets

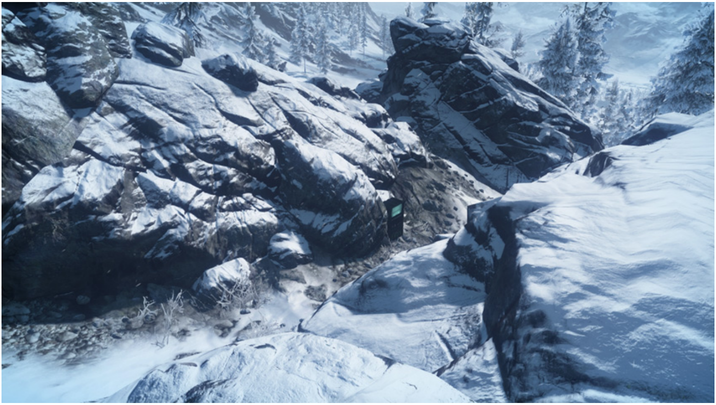
Name	T-90A	SU-25TM Frogfoot
Quantity	1	1
Respawn Time	60 sec.	40 sec.

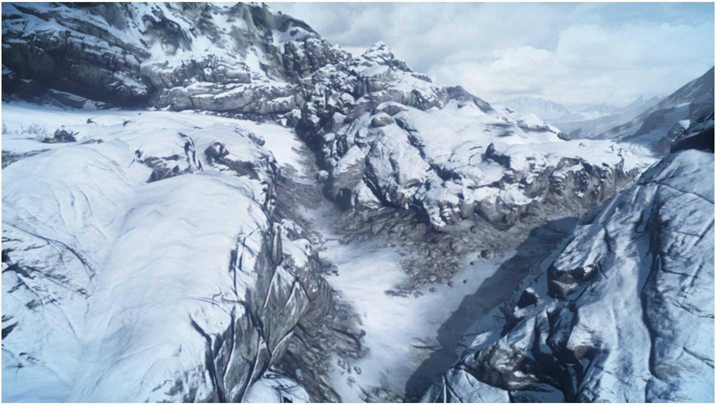
After losing the objectives at the mountain village, the RU team's deployment area is pushed into the mountains, just east of the radio outpost. While the RU defenders gain no extra vehicles in this phase, the challenging terrain works in their favor. Most of the advancing US vehicles are limited to climbing the steep and narrow snow-covered roads. As a result, the defenders should attempt to intercept these attackers west of the radio outpost using mines and rocket launcher attacks to take advantage of these narrow choke points. However, it's important to keep at least one squad posted near each objective to defend against US troops dropping in via parachute from the gunship. While the SU-25TM's primary goal is to suppress the US team's air assets, this ground attack jet can also make a serious contribution to the fight over the objectives by strafing US vehicles and infantry—the attackers are easy to spot and target due to the lack of trees in the higher elevations.

M-COM Station A



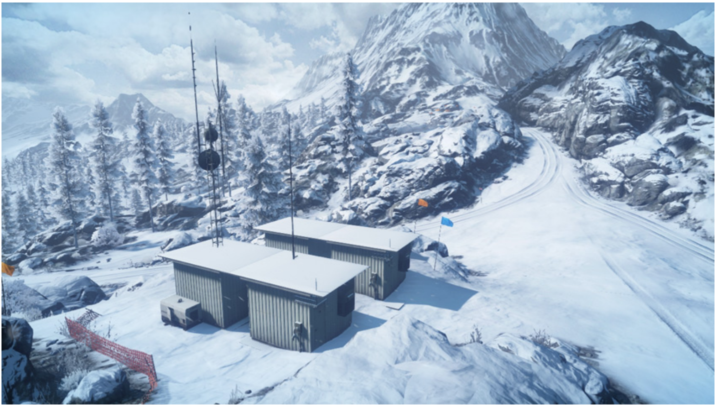






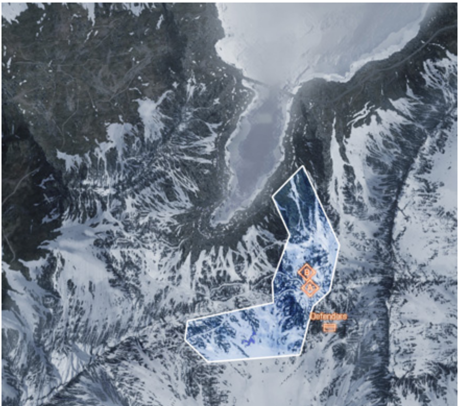
M-COM Station A is nestled within a crevice between two large rock formations directly west of the radio outpost. Whether attacking or defending, this area is easiest to negotiate on foot. Driving anything larger than a quad bike into this tight space will result in a quick death as your stalled vehicle is pummeled by rockets from the rocks above. As a result, expect close-quarters infantry combat around this objective. Weapons like shotguns and PDWs are very effective for taking down opponents at close range. Attackers should expect to encounter plenty of claymores and C4 in this narrow crevice, so be ready to toss grenades to detonate these booby traps prior to rushing the objective. If it's heavily defended, attackers should attempt to flank from the south or east. It's also important to control the high ground surrounding the objective. Defenders can watch the M-COM station from the rocks while the attackers can pound the surrounding area with their gunship.

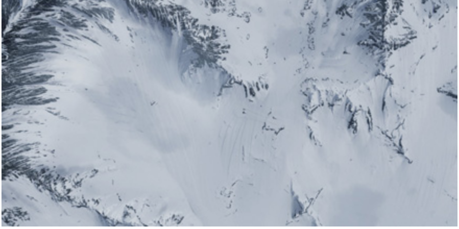
M-COM Station B



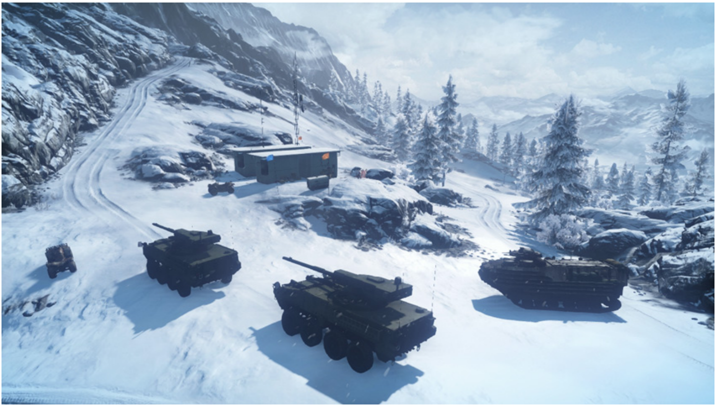
M-COM Station B sits between the two small structures at the radio outpost. The nearby roads and relatively even terrain provide easy vehicle access for both teams. The RU defenders should park their T-90A nearby to help fend off attacks by US ground vehicles approaching from the west. But in addition to watching out for attacks along the ground, the defenders should always make periodic scans of the sky to watch for US troops dropping into the area via parachute from the gunship. Given the open terrain and long sight lines, infantry operating in this area are best equipped with assault or sniper rifles. With the exception of the structures by the objective, there isn't much cover. So stay low and utilize smoke when necessary to conceal your movements. The US attackers can benefit greatly from their AMTRAC here, parking it near the objective to establish a forward spawn point while using the vehicle's grenade launcher and machine gun turret to suppress defenders.

Zone 4: Radar Station





US Deployment

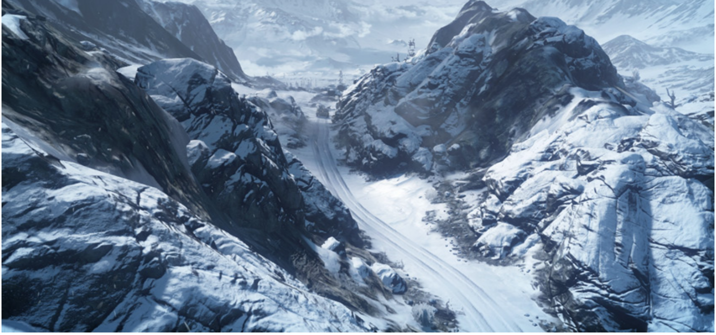


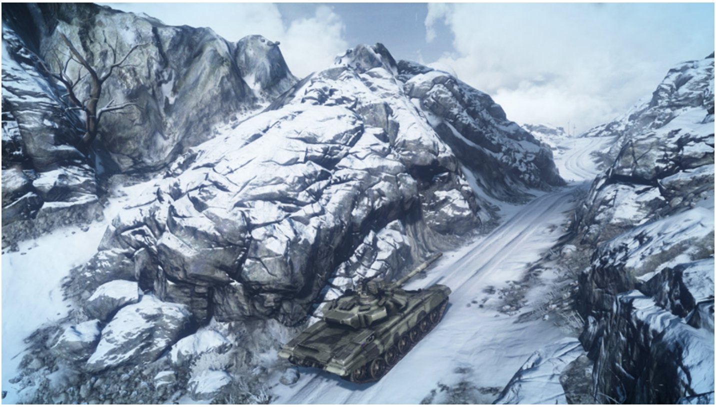
Deployment Area Assets

Name	Quad Bike	M1128	AAV-7A1 AMTRAC	A-10 Thunderbolt	Gunship
Quantity	2	2	1	1	1
Respawn Time	5 sec.	20 sec.	60 sec.	40 sec.	120 sec.

During the final phase of the battle the US team deploys from the radio outpost, having established a solid foothold in the rugged mountain range. While the battle is almost over, the final push toward the radar station can be costly. As a result, the US team must make a coordinated push to achieve victory. From the radio outpost two roads lead to the radar station. The road heading east is the most direct, but is likely to be defended and mined by enemy troops. So consider taking the long way around, utilizing the road to the north. This allows you to sneak up on the radar station from the east. However, due to the distance, it's best traveled by the speedy quad bikes. But parking the AMTRAC somewhere on the east side of the radar station is a great way to spawn troops close to the objectives. Once again, the A-10 and gunship play a crucial role in securing the final two objectives. Use the gunship to pound defenders posted around the M-COM stations while the A-10 hunts down the RU team's SU-25TM and T-90A. With a coordinated push from the ground and air, the US team has a good chance of wrapping up the win.

RU Deployment





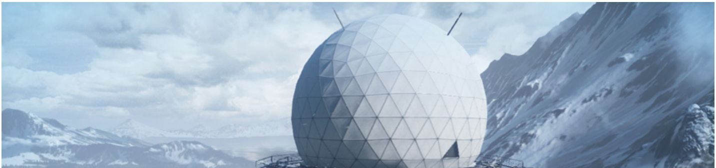
Deployment Area Assets		
Name	**T-90A**	**SU-25TM Frogfoot**
Quantity	1	1
Respawn Time	60 sec.	40 sec.

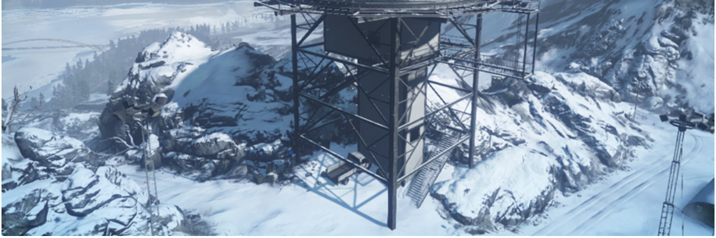
Although this is the final phase of the battle, the RU team has a very good chance of holding out for an upset here. The road to the west is steep and narrow, making it ideal for ambushing US attackers approaching from the radio outpost. Engineers armed with mines and rocket launchers and support troops equipped with C4 can delay the US advance here indefinitely. Strafing runs by the SU-25TM are also effective when focused on this narrow road. But it's important to watch for flanking attacks from the east as well. So it's important to post a squad (or the T-90A) on this flanking route. Since the radar station can be attacked from two different directions, recon troops should consider launching MAVs to keep an eye on US movements from the air. Defensive efforts on the ground can be completely spoiled by the pesky US gunship and A-10. So get the SU-25TM in the air and use it to shoot down these US air assets. With the A-10 and gunship out of the picture, the battle is much more even, giving the RU team a better chance of holding out for a win. The key here is protecting M-COM Station B in the radar tower, as it's the easiest objective to defend.

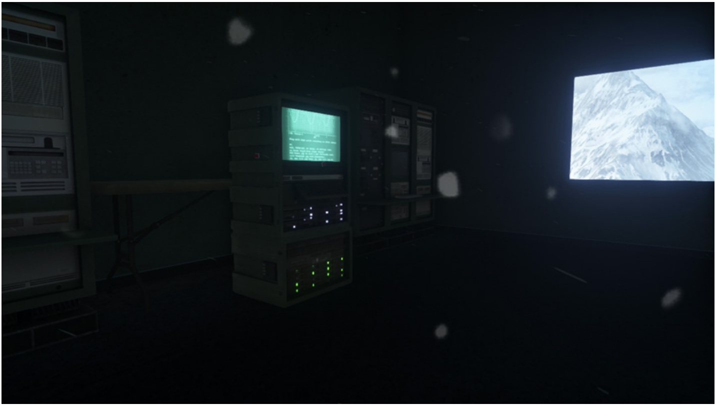
M-COM Station A

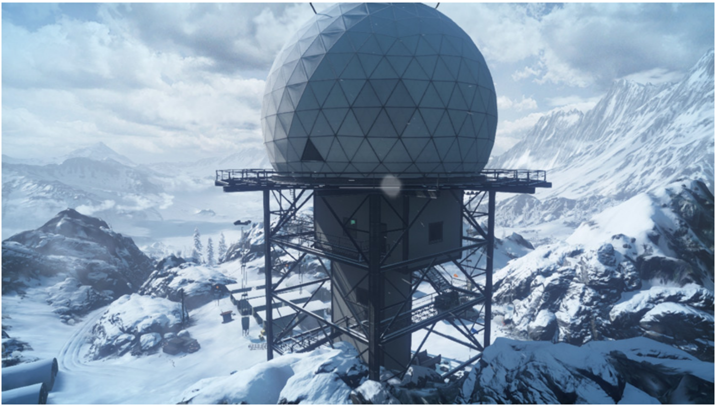
Of the two remaining objectives, M-COM Station A is the easiest to attack. The objective is tucked between a few small structures on the south edge of the radar station facility. While the alley between the structures is somewhat narrow, it's still wide enough to accommodate vehicles. Quad bikes in particular have no problem negotiating this somewhat cramped space. The US can even get their AMTRAC close to this objective. As a result the RU team should prepare for point-blank vehicle attacks on this area. Placing mines and C4 around this area is the best way to defend against such aggressive attacks. But infantry pose a threat too. Both teams should prepare for close-quarters combat around the M-COM station. The small structures offer plenty of cover and concealment for both attackers and defenders, often leading to some intense close-quarters engagements where shotguns and PDWs are most effective.

M-COM Station B



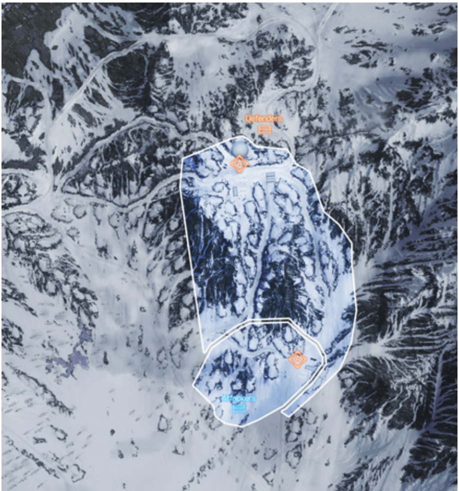






M-COM Station B is housed within the control room atop the tall radar tower. While vehicles can assist in securing the exterior, the fight for control of this tower is largely an infantry battle. The RU defenders must move quickly to secure the tower at the start of the round, preferably by placing radio beacons inside the control room. Maintaining a spawn point on the tower is crucial when defending the objective. The staircase at the base of the tower is the only way to climb to the control room. However, sneaky US paratroopers can drop onto the tower via parachute, landing on the upper-level catwalk—a popular sniper perch. From the ring-shaped catwalk a ladder leads down to the lower-level catwalk, from which the control room can be accessed. Both teams should expect fighting to occur at close range. Deploy with a shotgun or PDW, preferably equipped with a tactical light or laser sight. The control room interior is dark, making it the perfect place for ambushes and booby traps. So attackers should always lob grenades inside the control room prior to entry in an effort to detonate booby traps and kill camping defenders.

Squad Rush



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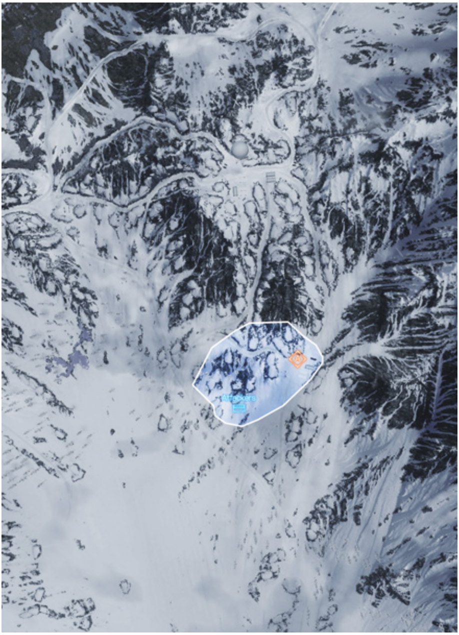
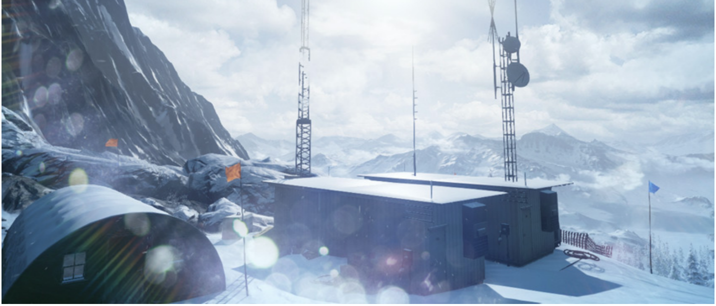
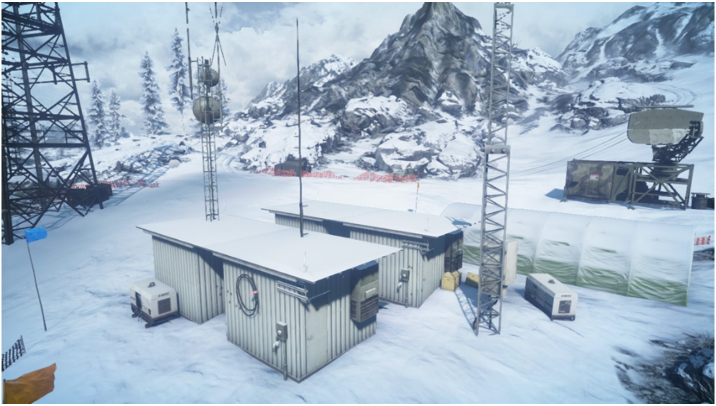
This battle takes place in the high elevation of the mountain range, with objectives located at the communication station and radar station. The terrain here is rocky, with very few trees to serve as cover or concealment. As a result, most engagements occur at intermediate to long range. Choose your equipment accordingly before spawning into the match. While sniper rifles can be effective, the bulk of your squad (whether attacking or defending) should bring along assault rifles. Reconnaissance is equally important, so make sure at least one member of your squad spawns in as a recon soldier and is equipped with a MAV. Having an eye in the sky pays off in spades, allowing your squad to hunt down the opposing team one by one. The defenders may also want to bring along a radio beacon so they can maintain a spawn point near the objective. The attackers should rely primarily on squad spawns to keep up the pressure in each zone.

Zone 1: Communication Station







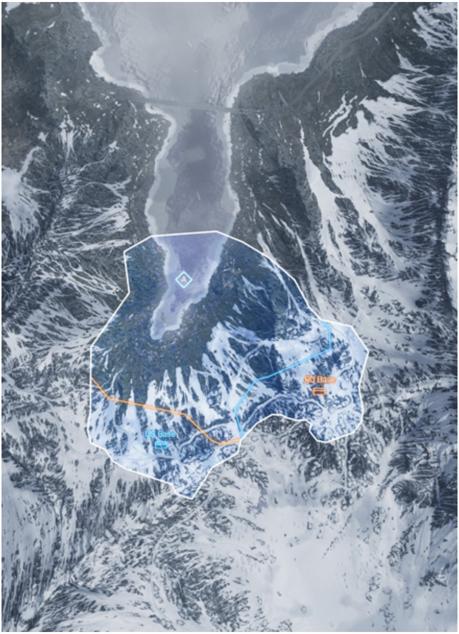
The first objective is located at the communication station, tucked between a cluster of small structures. Early in the round the defenders should deploy claymores and a T-UGS motion sensor near the objective in an effort to prevent a quick attack. Both teams can benefit from the deployment of a MAV. Given the lack of overhead cover, MAVs are very effective for identifying the locations of your opponents. Although the terrain is rather open in this area, fighting near the M-COM station takes place at close range. As a result, consider bringing along a compact assault rifle or carbine for greater versatility when engaging targets at various ranges. If carrying a larger weapon, switching to a pistol with a high-capacity magazine (like the G18 or 93R) can make close-quarters firefights around the objective much easier. Instead of rushing the objective from the south, the attacking team should take their time moving in, preferably flanking from the west where there's more cover and concealment among the rocks.

Zone 2: Radar Station

Defenders
A

The defenders have the advantage of the high ground in this final phase of the battle. While it may seem tempting to climb to the top of the radar tower and snipe the incoming attackers, no more than one squad member should be posted on this tower—from this elevated position it's impossible to see or hit anyone tampering with the objective. The rest of the defending squad should scatter out around the objective, and maybe even ambush the attackers as they climb the slope to the south. Once again, MAVs are very effective for both teams when it comes to gathering intel on enemy positions. The objective is pressed against the exterior of a small structure not far from the base of the radar tower. The guard tower to the west offers a good view of the M-COM station, making it an ideal overwatch position for both the attackers and defenders. For the attackers, a cautious approach is best, particularly while negotiating the rocky slope to the south. When possible, try to flank the radar station from the east or west.

Tank Superiority



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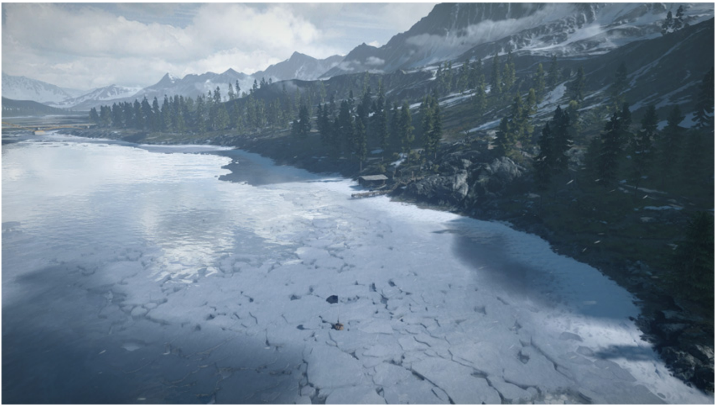
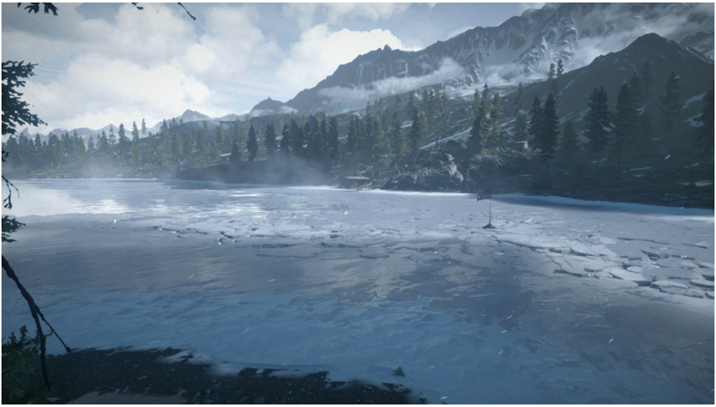
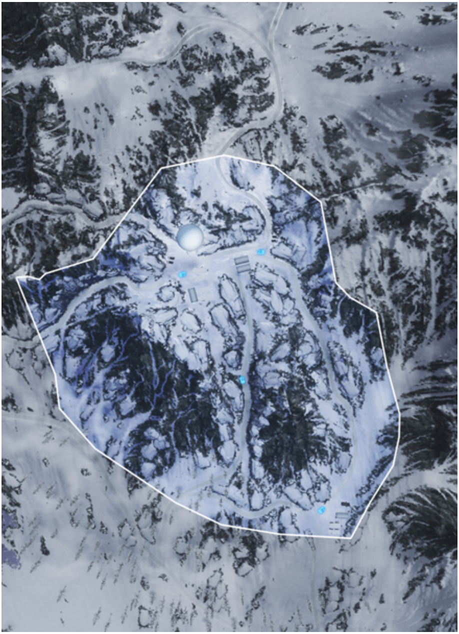
Superiority Flag





On this Tank Superiority map both teams start off in the mountains to the south. The US team deploys from the base camp to the southwest while the RU team spawns at the radar station to the southeast. With both teams racing to the flag on the frozen lake to the north, encounters en route are common, usually occurring on the lake's south shore. So instead of just rushing the flag, look for opportunities to flank the enemy vehicles as they descend the narrow mountain roads. The flag is located on the frozen lake, offering absolutely no cover or concealment—this is no place for infantry. So when capturing the flag, drive a tank or tank destroyer onto the ice and drive within the flag's capture radius. Movement is important to avoid being peppered by incoming rounds. However, be careful when driving on the ice, particularly when backing up. The ice extends only for a few meters north of the flag. If you're not careful you may accidentally drive off the ice and into the lake. Once the flag is under your team's control, assume fixed positions along the wooded banks of the lake. The RU team is better off controlling the east side of the lake while the US team holds the western bank. The woods also provide cover and concealment for infantry. Engineers armed with Javelins have an easy time targeting enemy vehicles making a move for the flag. Recon soldiers equipped with MAVs and SOFLAMs are also beneficial for spotting and laser-designating targets.

Squad Deathmatch



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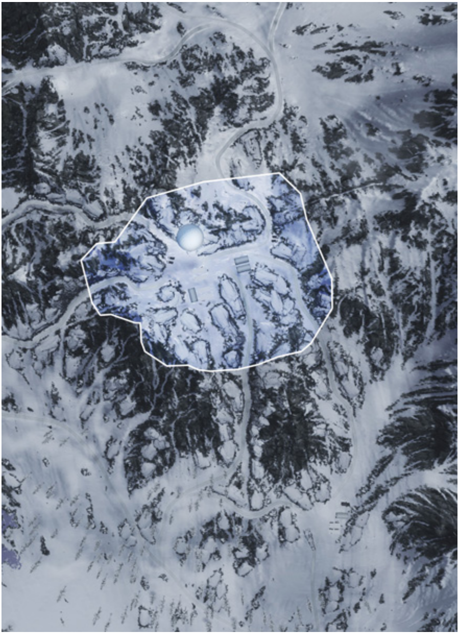
This Squad Deathmatch is mostly centered around the rocky, snow-covered terrain of the radar station. While most fighting occurs around the radar station to the north, the map extends to the communication station to the south. The rocky terrain in the center of the map is difficult to traverse on foot, but it's preferable to moving along the steep narrow roads. With few trees available for cover and concealment, be ready to drop prone among the rocks if you come under fire. Patrolling the rocky center of the map is safer than fighting for control of the radar station. In many matches, squads often battle for control of the tall radar tower. While this predictable sniping perch is a good defensive position, your squad may incur heavy losses while trying to hold the high ground. There are four possible IFV spawn locations, and two of them are at the radar station. But the uneven terrain makes these vehicles difficult to maneuver on this map. If your squad gains an IFV, stay near the flat terrain of the radar station or communication station. These areas offer the longest sight lines, allowing you to engage opponents at long range with the vehicle's powerful weapons. Avoid traveling the narrow roads between the two locations to avoid being ambushed by opposing squads.

Team Deathmatch



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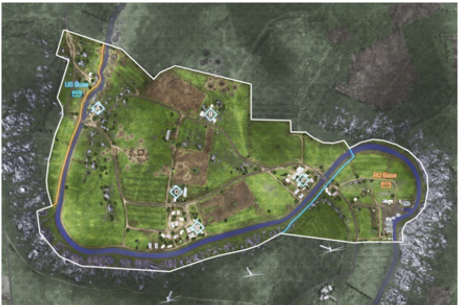
The Team Deathmatch variant of this map is restricted to the area around the radar station. At the center of the map is the tall radar tower, often making this structure the focal point of the battle. The tower’s elevated catwalks provide a sweeping view of the surrounding area, making it an ideal sniper perch. However, securing the tower from enemy infiltration is a must if your team attempts to hold out here. Place claymores along the stairways and post guards on the catwalks to defend against intruders. While the radar tower offers a clear view, the catwalks offer little cover. Instead, consider sniping through the windows of the control room. Aiming through the windows reduces the field of view, but the added cover is worth it. If the opposing team controls the tower, do your best to stay out of sight. Hide among the rocks to the south and use a sniper rifle of your own to pick off exposed opponents on the tower’s catwalks. Considering the long sight lines on this map, choose your weapons accordingly. Assault rifles and sniper rifles offer the best range and power. However, you may want to go with a shotgun or PDW if attempting to clear out the radar tower.

Armored Kill Battlefields

Armored Shield

Armored Shield

Conquest



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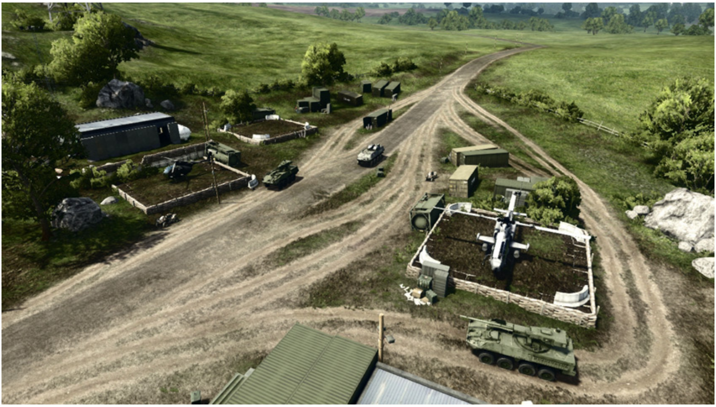
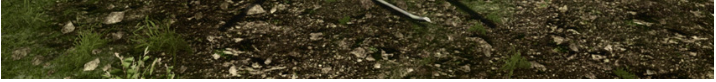
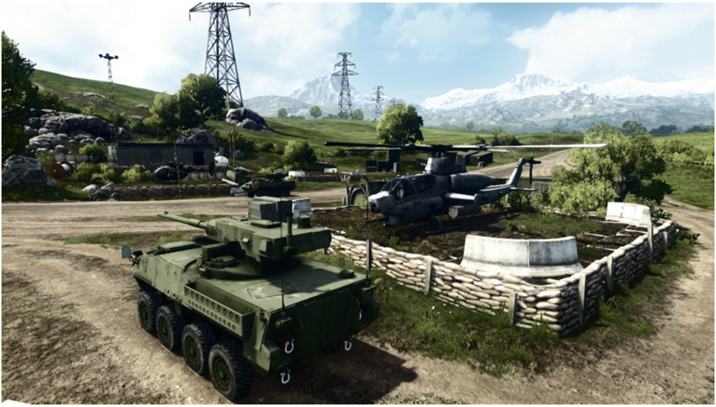
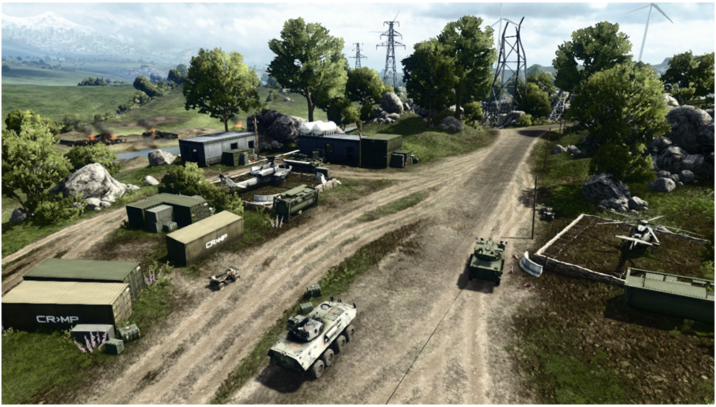
Securing victory in this battle often comes down to consistently deploying the tank destroyers spawned at each team's base. Outside of the bases, there aren't many vehicles produced by the map's five control points. So both teams need to make an effort to get their respective tank destroyers on the map in an attempt to capture and hold a minimum of three flags. In addition to capturing the control point closest to their base, each team should strive to hold the three flags in the middle of the map, forming a defensive line stretching from north to south. Pay particular attention to the antenna (B) control point, as it allows access to the gunship. In addition to benefiting from the gunship, each team can also gain a significant advantage by making the most of their helicopters. These versatile aircraft are ideal for maintaining control of the air space as well as targeting ground units. But helicopter pilots will need to watch out for the LAV-AD and 9K22 Tunguska-M produced by each team's base. These anti-aircraft units pose a serious threat to helicopters and play a large role in maintaining air superiority.

US Base









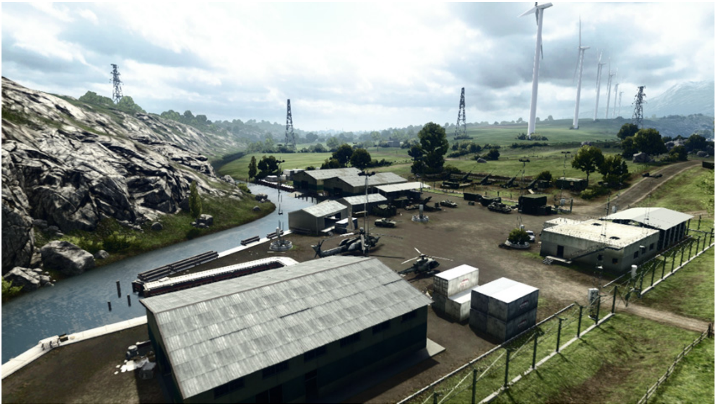
Base Assets

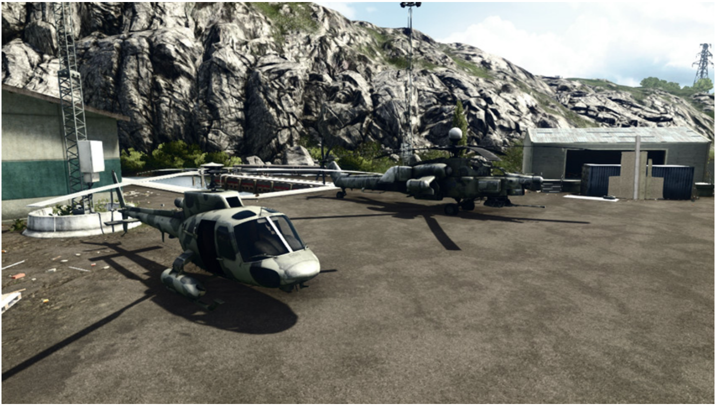
Name	Quad Bike	M1128	LAV-AD	AH-6J Little Bird	AH-1Z Viper
Quantity	2	2	1	1	1
Respawn Time	5 sec.	40 sec.	40 sec.	60 sec.	60 sec.

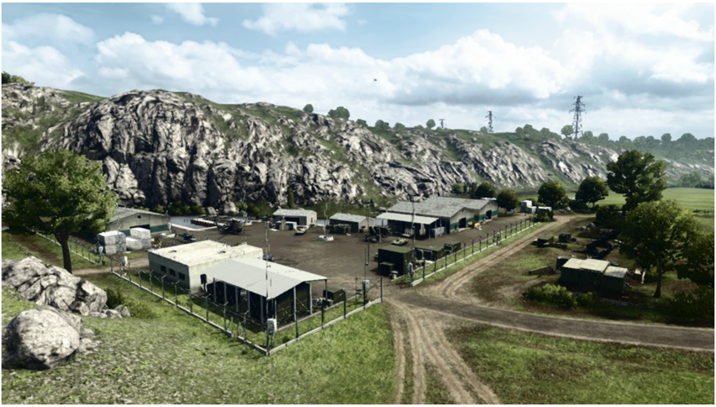
The US base is on the northwest edge of the map. In addition to serving as the initial US deployment area, the base also produces the bulk of the US team's vehicles. As a result, it's important to revisit the base throughout the course of the battle and deploy these vehicles. The M1128 tank destroyers are particularly valuable when it comes to taking and holding control points in the center of the map. Early during a round, the speedy quad bikes should make a move for the central control points, like the antenna (B), farm (C), and village (D), while the tank destroyers secure the nearby treatment plant (A). The AH-6J Little

Bird is another good option for moving troops to distant control points. Meanwhile, use the AH-1Z Viper to target enemy ground vehicles as well as hostile choppers. But when it comes to air defense, the LAV-AD is the US team's best option for shooting down enemy helicopters. Move the LAV-AD to the east, where it can provide air cover for friendly units near the center of the map. Just be sure to keep the LAV-AD away from the RU team's SPRUT-SD tank destroyers—it won't last long in a duel.

RU Base



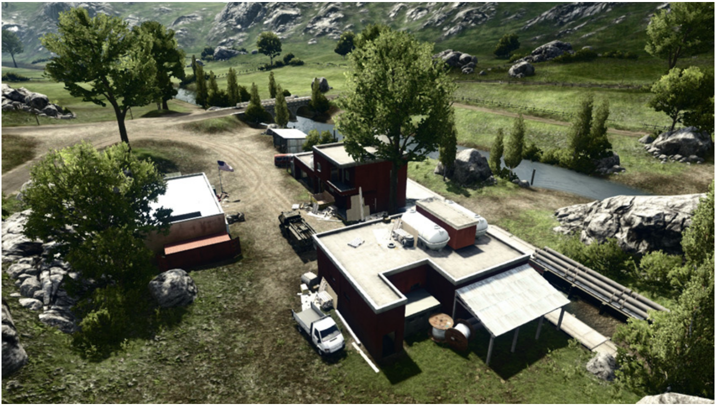




Base Assets					
Name	**Quad Bike**	**SPRUT-SD**	**9K22 Tunguska-M**	**Z-11W**	**Mi-28 Havoc**
Quantity	2	2	1	1	1
Respawn Time	5 sec.	40 sec.	40 sec.	60 sec.	60 sec.

The RU team deploys from their base on the east side of the map. Like the US base, this base is home to the bulk of the RU team's vehicles. So as the RU team extends their presence to the west, it's important to periodically spawn at the RU base in an effort to field these valuable vehicles, such as the SPRUT-SD tank destroyers. The nearby repair shop (E) control point should be captured and held early during the battle, preferably rushed by the tank destroyers. Meanwhile, use the quick and nimble quad bikes to rush the three central flags before the US team arrives. Dropping troops from the Z-11W helicopter is an even faster option for capturing the antenna (B), farm (C), and village (D). Whenever piloting one of the helicopters, always be aware of the US team's choppers. If you're not careful, they may shoot you down. The threat posed by the US team's choppers can be mitigated by fielding the 9K22 Tunguska-M in the field west of the repair shop (E). The Tunguska-M can chew through enemy choppers, helping secure the air space above the central control points. But the Tunguska-M is vulnerable to attacks by tank destroyers and infantry, so keep it in an isolated part of the map where it's less likely to face direct assaults.

A: Treatment Plant



Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (2)	Quad Bike (2)	5 sec.
M142 (1)	—	60 sec.

Located only a few meters from the US base, the treatment plant (A) is likely to remain under the US team's control for most of the battle. This facility consists of a few small structures gathered around a central courtyard. The flag sits in the middle of the courtyard, and its capture radius can easily be approached by infantry and vehicles. The structures provide plenty of cover and concealment for infantry. As a result, think twice before driving a vehicle toward the flagpole in the courtyard—there's a good chance you'll get slammed by a rocket fired from an engineer hiding in one of the buildings. Instead, when attacking here, consider going in on foot and capturing the flag from within one of the structures. Although the control point spawns a pair of quad bikes for both teams, it spawns a mobile artillery unit only for the US team. As this is the only M142 spawn point available on the map, the US should take extra care to maintain control of this flag. The M142 is a powerful asset, capable of bombarding enemy units as far away as the antenna (B), farm (C), or village (D).

B: Antenna

U.S AIR FORCE
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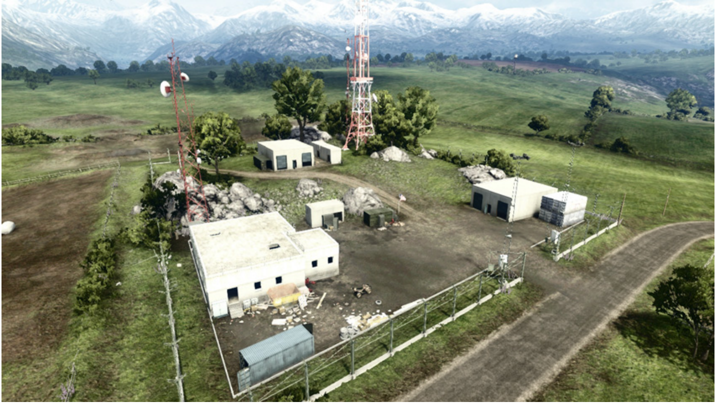
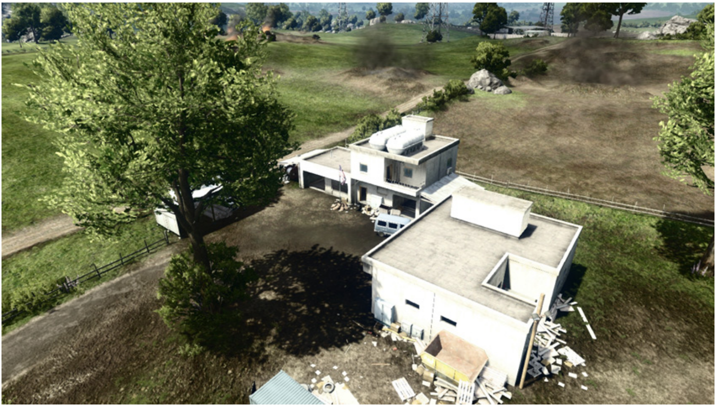


Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
9M133 Kornet Launcher (1)	9M133 Kornet Launcher (1)	30 sec.
Gunship (1)	Gunship (1)	60 sec.

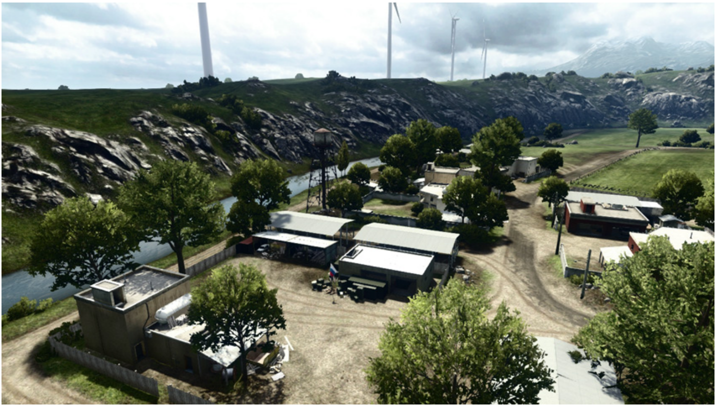
This northern control point grants access to the powerful gunship, making it one of the most contested flags on the map. Both teams should rush to the antenna (B) early during the round, preferably with quad bikes or helicopters. The control point is located along the northern dirt road approximately equidistant between the treatment plant (A) and repair shop (E). While there are only a couple of entry points to the facility (to the north and south), the perimeter fence can be easily breached, making it possible to rush the flag from virtually any direction. With the exception of some crates, there isn't much cover near the flagpole. Therefore it's safest to capture this flag from within the armored confines of a tank destroyer. But even when within a vehicle, watch out for defenders hiding within the surrounding structures. Attackers and defenders should also take note of the Kornet launcher located on the hill just north of the flag—this is perfect for targeting enemy vehicles parked near the flag. Once captured, the antenna (B) should never be left undefended. Engineers are effective at holding back most attacks, but the addition of a tank destroyer can make a big difference in any defensive effort.

C: Farm



The farm (C) control point is near the center of the map, flanked by massive, open fields to the north, east, and west. These fields are often the site of some intense armored duels, making travel by anything but tank destroyers extremely dangerous. Although the farm (C) produces no vehicles for either team, with only five flags up for grabs capturing and holding this point is crucial to either team's strategy. The flagpole is situated in a small courtyard next to two concrete buildings. Infantry can enter these structures and capture or contest the flag from the interior. When attacking, this is the preferred method of capturing the flag. Parking a vehicle next to the flag may be dangerous, allowing defenders posted within the building to fire rockets. But hiding in the buildings isn't totally safe. The walls of the buildings will crumble under repeated shelling by tank destroyers or the gunship. So if necessary, consider finding hiding spots away from the flag and utilizing mines or C4 to defend the flag against enemy vehicles.

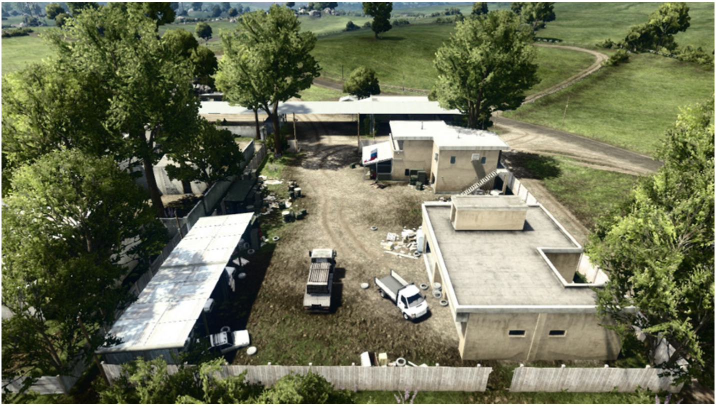
D: Village

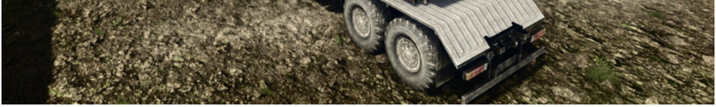


Control Point Assets		
US Control	**RU Control**	**Respawn Time**
Quad Bike (1)	Quad Bike (1)	5 sec.

The village (D) is on the south side of the map, only a few meters from the farm (C). This control point produces a quad bike for each team, offering quick transportation to the surrounding flags. The area comprises multiple buildings, including farmhouses, sheds, and other agricultural structures. Most of the buildings are located to the north and west of the flag. Given the cramped quarters of this area, it's easiest to maneuver on foot or on quad bike. However, the courtyard where the flag is situated is large enough to easily accommodate larger vehicles. By crashing through the wooden perimeter fence, vehicles can approach this courtyard from the north, south, or east. Given the open nature of the courtyard this flag is best attacked by armored vehicles. Infantry can capture and contest the flag from within the garage-like structure to the west. Defenders should consider hiding in the houses on the east side of the courtyard, where they have a clear view of the flag. Incursions by enemy vehicles can be prevented by placing mines near the flag or along the main dirt road access point to the north.

E: Repair Shop



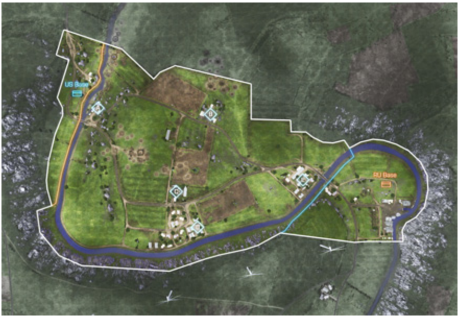


Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (2)	Quad Bike (2)	5 sec.
—	BM-23 (1)	60 sec.

The repair shop (E) is on the east side of the map, only a short distance from the RU base. As a result, the RU team should have little problem maintaining control of this flag throughout the battle. In terms of assets, the repair shop (E) is like a mirror image of the treatment plant (A). This control point produces a couple of quad bikes for each team, but spawns a mobile artillery unit only for the RU team. The BM-23 available here is perfect for bombarding the central control points, hammering enemy units at the antenna (B), farm (C), or village (D). At at many of the other control points on the map, the flag here is in a central courtyard surrounded by a few buildings. The courtyard can become a little cramped for large vehicles like tank destroyers to easily maneuver. So it's best to approach this flag on foot or on a quad bike. The flag can be captured and contested from within the adjacent two-story house to the north. Defenders should always prepare for vehicle attacks by mining the dirt road access point on the west side. Planting C4 near the base of the flagpole is also a good deterrent to stop vehicle captures.

Conquest 64



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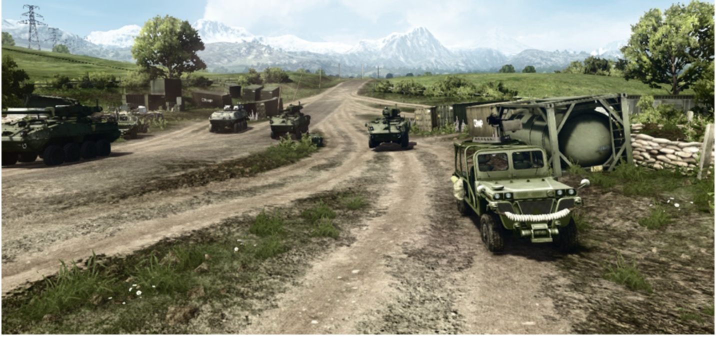
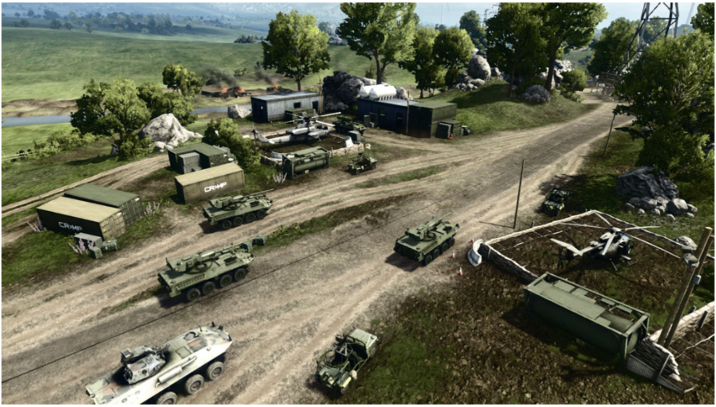
The map is exactly the same size in this larger-scale variant of Conquest, with the same configuration of control points. However, the battlefield is packed with even more vehicles, making the fight more intense and deadly. With five flags up for grabs, both teams should strive to capture the three central control points as quickly as possible—capture and hold a minimum of three flags to initiate a drain on the opposing team's ticket count. The antenna (B) and village (D) are particularly valuable control points, granting each team access to the gunship and a tank. In addition to the central control points, both teams should capture and defend the flags closest to their bases. Both the treatment plant (A) and repair shop (E) spawn a mobile artillery. These long-range artillery units are great for bombarding enemies in the middle of the map. In a battle packed with tank destroyers and other ground vehicles, competent helicopter pilots can make all the difference. The attack and scout helicopters are ideal ground-attack aircraft. But pilots should always keep their eyes peeled for the LAV-AD and 9K22

Tunguska-M mobile anti-aircraft units. Using their powerful cannons, these vehicles can chew through a chopper's armor in seconds, giving both teams the chance to achieve air superiority from the ground.

US Base





Base Assets

Name	Growler ITV	M1128	LAV-AD	AH-6J Little Bird	AH-1Z Viper
Quantity	3	4	1	1	1
Respawn Time	20 sec.	40 sec.	40 sec.	60 sec.	60 sec.

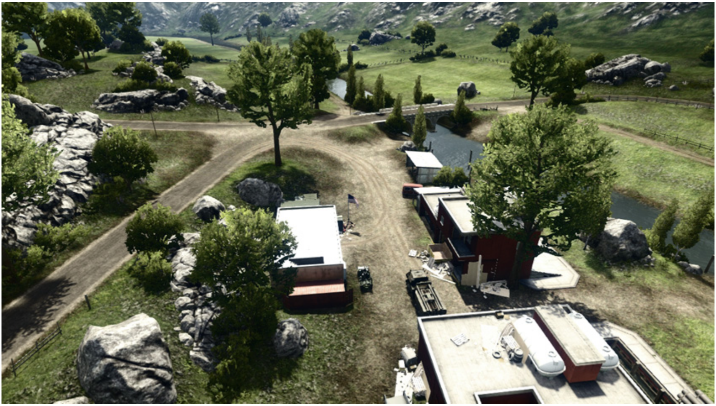
The US base is on the northwest edge of the map. In addition to serving as the initial US deployment area, the base also produces the bulk of the US team's vehicles. As a result, it's important to revisit the base throughout the course of the battle and deploy these vehicles. The M1128 tank destroyers are particularly valuable when it comes to taking and holding control points in the center of the map. Early during a round, the speedy Growler ITVs should make a move for the central control points, like the antenna (B), farm (C), and village (D), while the tank destroyers secure the nearby treatment plant (A). The AH-6J Little Bird is another good option for moving troops to distant control points. Meanwhile, use the AH-1Z Viper to target enemy ground vehicles as well as hostile choppers. But when it comes to air defense, the LAV-AD is the US team's best option for shooting down enemy helicopters. Move the LAV-AD to the east, where it can provide air cover for friendly units near the center of the map. Just be sure to keep the LAV-AD away from the RU team's SPRUT-SD tank destroyers—it won't last long in a duel.

RU Base

Base Assets					
Name	**VDV Buggy**	**SPRUT-SD**	**9K22 Tunguska-M**	**Z-11W**	**Mi-28 Havoc**
Quantity	3	4	1	1	1
Respawn Time	20 sec.	40 sec.	40 sec.	60 sec.	60 sec.

The RU team deploys from their base on the east side of the map. Like the US base, this base is home to the bulk of the RU team's vehicles. So as the RU team extends their presence to the west, it's important to periodically spawn at the RU base in an effort to field these valuable vehicles, such as the SPRUT-SD tank destroyers. The nearby repair shop (E) control point should be captured and held early during the battle, preferably rushed by the tank destroyers. Meanwhile, use the quick and nimble VDV Buggies to rush the three central flags before the US team arrives. Dropping troops from the Z-11W helicopter is an even faster option for capturing the antenna (B), farm (C), and village (D). Whenever piloting one of the helicopters, always be aware of the US team's choppers. If you're not careful, they may shoot you down. The threat posed by the US team's choppers can be mitigated by fielding the 9K22 Tunguska-M in the field west of the repair shop (E). The Tunguska-M can chew through enemy choppers, helping secure the air space above the central control points. But the Tunguska-M is vulnerable to attacks by tank destroyers and infantry, so keep it in an isolated part of the map where it's less likely to face direct assaults.

A: Treatment Plant

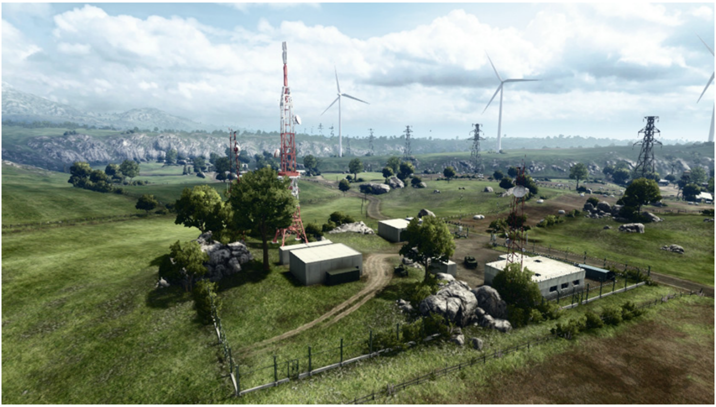


Control Point Assets		
US Control	**RU Control**	**Respawn Time**
Quad Bike (1)	Quad Bike (1)	5 sec.
Growler ITV (1)	VDV Buggy (1)	20 sec.
M142 (1)	BM-23	50 sec.
RHIB (1)	RHIB (1)	10 sec.

Located only a few meters from the US base, the treatment plant (A) is likely to remain under the US team's control for most of the battle. This facility consists of a few small structures gathered around a central courtyard. The flag sits in the middle of the courtyard, and its capture radius can easily be approached by infantry and vehicles. The structures provide plenty of cover and concealment for infantry. As a result, think twice before driving a vehicle toward the flagpole in the courtyard—there's a good chance you'll get slammed by a rocket fired from an engineer hiding in one of the buildings. Instead, when attacking here, consider going in on foot and capturing the flag from within one of the structures. Although the control point spawns a mix of vehicles for both teams, it's one of only two flags that produce mobile artillery units. The US should take extra care to maintain control of this flag in an effort to secure the M142. The M142 is a powerful asset, capable of bombarding enemy units as far away as the antenna (B), farm (C), or village (D). However, if this flag falls into the hands of the RU team, they can use the BM-23 spawned here to bombard the US base to the northwest. Also, don't neglect the RHIB spawned in the canal—it's ideal for launching amphibious attacks on the village (D) and repair shop (E).

B: Antenna

U.S AIR FORCE

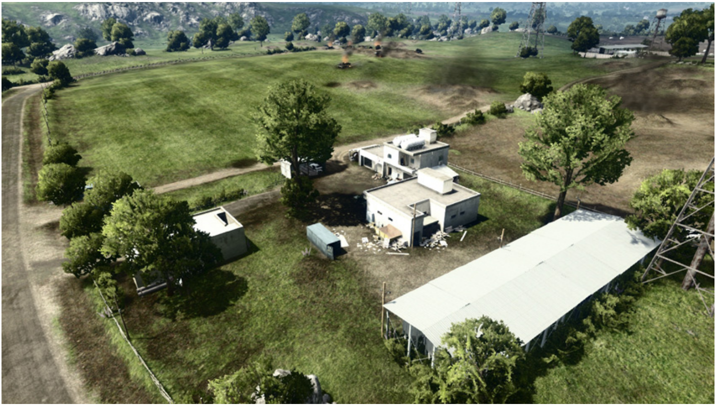


Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
Growler ITV (1)	VDV Buggy (1)	20 sec.
M1128 (1)	SPRUT-SD	40 sec.
9M133 Kornet Launcher (1)	9M133 Kornet Launcher (1)	30 sec.
Gunship (1)	Gunship (1)	60 sec.

This northern control point grants access to the powerful gunship, making it one of the most contested flags on the map. Both teams should rush to the antenna (B) early during the round, preferably with their helicopters. The control point is along the northern dirt road approximately equidistant between the treatment plant (A) and repair shop (E). While there are only a couple of entry points to the facility (to the north and south), the perimeter fence can be easily breached, making it possible to rush the flag from virtually any direction. With the exception of some crates, there isn't much cover near the flagpole. Therefore it's safest to capture this flag from within the armored confines of a tank destroyer. But even when within a vehicle, watch out for defenders hiding within the surrounding structures. Attackers and defenders should also take note of the Kornet launcher located on the hill just north of the flag—this is perfect for targeting enemy vehicles parked near the flag. Once captured, the antenna (B) should never be left undefended. Engineers are effective at holding back most attacks, but the addition of a tank destroyer can make a big difference in any defensive effort.

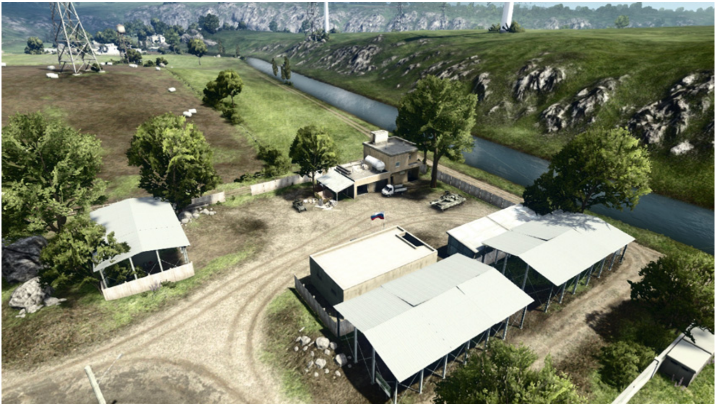
C: Farm



Control Point Assets		
US Control	**RU Control**	**Respawn Time**
Quad Bike (1)	Quad Bike (1)	5 sec.
Growler ITV (1)	VDV Buggy (1)	20 sec.

The farm (C) control point is near the center of the map, flanked by massive, open fields to the north, east, and west. These fields are often the site of some intense armored duels, making travel by anything but tank destroyers extremely dangerous. Although the farm (C) produces only a couple of vehicles for each team, with only five flags up for grabs capturing and holding this point is crucial to either team's strategy. The flagpole is situated in a small courtyard next to two concrete buildings. Infantry can enter these structures and capture or contest the flag from the interior. When attacking, this is the preferred method of capturing the flag. Parking a vehicle next to the flag may be dangerous, allowing defenders posted within the building to fire rockets. But hiding in the buildings isn't totally safe. The walls of the buildings will crumble under repeated shelling by tank destroyers or the gunship. So if necessary, consider finding hiding spots away from the flag and utilizing mines or C4 to defend the flag against enemy vehicles.

D: Village



Control Point Assets

US Control	RU Control	Respawn Time
Growler ITV (1)	VDV Buggy (1)	20 sec.
M1 Abrams (1)	T-90A (1)	60 sec.

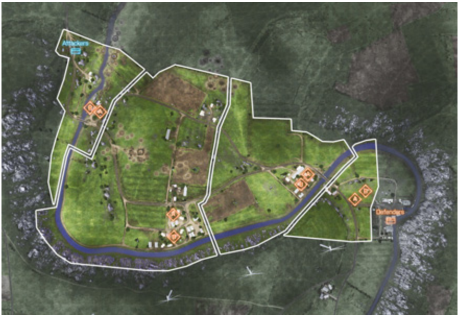
The village (D) is on the south side of the map, only a few meters from the farm (C). This control point produces the only tanks on the map, spawning an M1 Abrams for the US team and a T-90A for the RU team. A single tank may not seem like much of a prize, but these heavily armored vehicles can help turn the tide in a close battle, punching through the thinner armor of tank destroyers. The area comprises multiple buildings, including farmhouses, sheds, and other agricultural structures. Most of the buildings are located to the north and west of the flag. Given the cramped quarters of this area, it's easiest to maneuver on foot or on quad bike. However, the courtyard where the flag is situated is large enough to easily accommodate larger vehicles. By crashing through the wooden perimeter fence, vehicles can approach this courtyard from the north, south, or east. Given the open nature of the courtyard, this flag is best attacked by armored vehicles. Infantry can capture and contest the flag from within the garage-like structure to the west. Defenders should consider hiding in the houses on the east side of the courtyard, where they have a clear view of the flag. Incursions by enemy vehicles can be prevented by placing mines near the flag or along the main dirt road access point to the north. The canal to the south is another possible avenue of attack, with RHIBs approaching from the treatment plant (A) or repair shop (E).

E: Repair Shop

Control Point Assets		
US Control	**RU Control**	**Respawn Time**
Quad Bike (1)	Quad Bike (1)	5 sec.
Growler ITV (1)	VDV Buggy (1)	20 sec.
M142 (1)	BM-23	50 sec.
RHIB (1)	RHIB (1)	10 sec.

The repair shop (E) is on the east side of the map, only a short distance from the RU base. As a result, the RU team should have little problem maintaining control of this flag throughout the battle. In terms of assets, the repair shop (E) is like a mirror image of the treatment plant (A). The most notable asset produced here is the mobile artillery unit spawned for both teams. The M142 and BM-23 are perfect for bombarding the central control points, hammering enemy units at the antenna (B), farm (C), or village (D). But the RU team should take extra care not to let this flag fall into the US team's hands. Otherwise they can use the M142 to bombard the RU base to the east. The RHIB spawned here is also ideal for launching amphibious attacks on the treatment plant (A) and village (D). As at many of the other control points on the map, the flag here is located in a central courtyard surrounded by a few buildings. The courtyard can become a little cramped for large vehicles like tank destroyers to easily maneuver. So it's best to approach this flag on foot or on a quad bike. The flag can be captured and contested from within the adjacent two-story house to the north. Defenders should always prepare for vehicle attacks by mining the dirt road access point on the west side. Planting C4 near the base of the flagpole is also a good deterrent to stop vehicle captures.

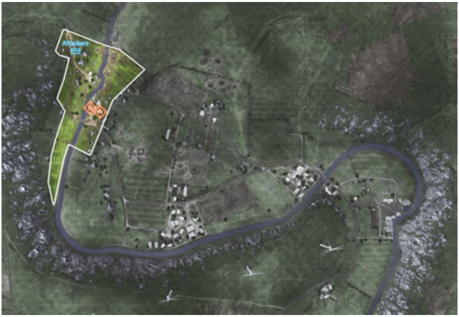
Rush



Click here for interactive maps

This Rush battle is spread across four separate zones, requiring the US team to destroy a total of eight M-COM stations to secure a victory. Throughout the battle the RU defenders have access to only two vehicles: a T-90A tank and an Mi-28 attack helicopter. Holding back the US advance largely hinges on the effective deployment of these assets. A skilled pilot and gunner in the Mi-28 can make all the difference, laying waste to US ground units while harassing the gunship. But once the battle commences to the second zone, the US gains an attack helicopter too, somewhat offsetting the RU team's advantage. As a result, the RU team's best chance at winning this battle is by holding out in the first zone. If the first two M-COM stations fall, the US team gains an even greater vehicle advantage, making it much more difficult for the RU team to hold back the attackers.

Zone 1: Treatment Plant

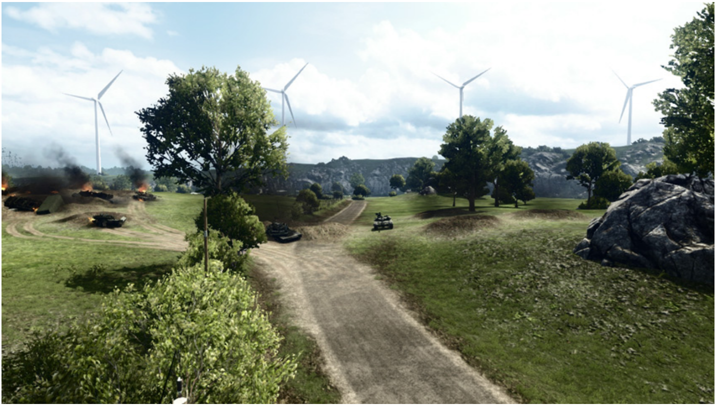


US Deployment

Deployment Area Assets			
Name	**Growler ITV**	**M1128**	**Gunship**
Quantity	1	2	1
Respawn Time	20 sec.	20 sec.	120 sec.

At the start of this battle the US team deploys from a small cluster of buildings on the north edge of the map. Vehicle selection is relatively sparse, consisting of two M1128 tank destroyers and one Growler ITV. If you spawn here, be sure to give your teammates rides to the front. Otherwise it's a long hike on foot. Early on, US troops can enjoy success by parachuting down to the first pair of M-COM stations from the gunship orbiting above the battlefield. However, once the RU team digs in around the objectives, the M1128 tank destroyers will be necessary to engage the T-90A. Outside the gunship, the US team has no form of air cover during this phase. As a result, the RU team's Mi-28 Havoc can pose a significant threat. Stinger missiles fired by engineers are your best option for deterring this threat, helping keep your tank destroyers and gunship safe.

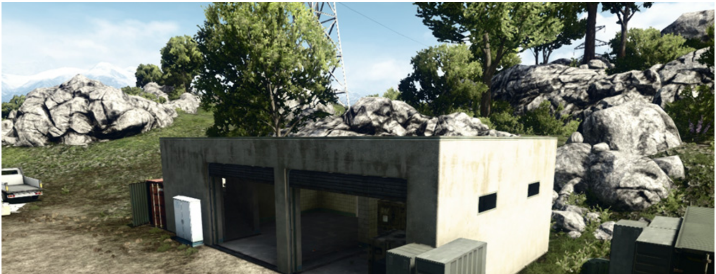
RU Deployment

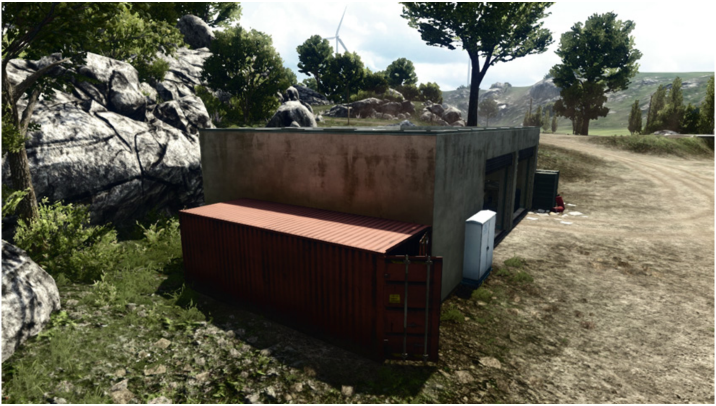


Deployment Area Assets		
Name	**T-90A**	**Mi-28 Havoc**
Quantity	1	1
Respawn Time	60 sec.	60 sec.

As in any Rush battle, early-round rush attacks by the US team pose the biggest threat during this phase of the battle. Therefore the RU team must race toward the objectives and secure them before US troops can swarm the area. Expect most attacking troops to parachute in from the gunship circling above. Attacking the gunship with the Mi-28 is the best way to temporarily eliminate this airborne spawn point. Pound the gunship from a distance with heat-seeking missiles to knock it out of the sky. With the gunship out of the way, turn your attention to enemy infantry and the M1128 tank destroyers. The T-90A can assist in holding back ground attacks, but it is defenseless against the gunship's bombardment. So consider parking it beneath trees or other forms of concealment to make it harder to spot from the air. It isn't easy, but if the RU team can hold out here, the fight will be much easier. Otherwise, the US team gains a AH-1Z Viper in subsequent phases.

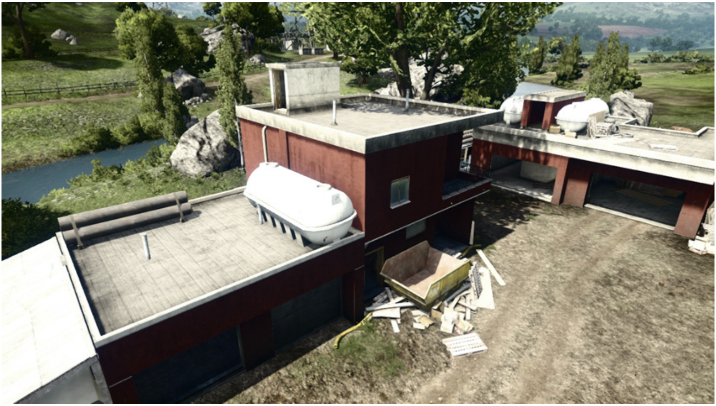
M-COM Station A

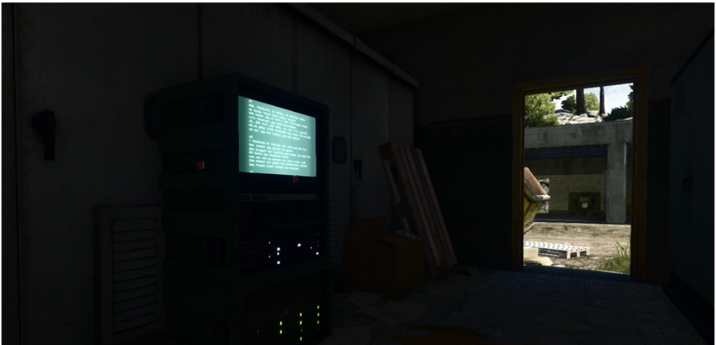




M-COM Station A is located in a small garage nestled along the southeast side of the first zone at the treatment plant. Although the concrete walls can be reduced to rubble, the US attackers should strive to preserve the exterior walls of this building, because they provide cover and concealment while you plant a charge on the objective. So limit explosive attacks by the tank destroyers and gunship when attempting to secure this area. On the other hand, the RU team may benefit from demolishing the garage's exterior walls, opening longer lines of sight for the defenders. Alternatively, consider placing booby traps (claymores and C4) around the objective and within the stairwell connecting to the garage's roof—attackers approaching via parachute often land on the roof and use these stairs to reach the ground floor.

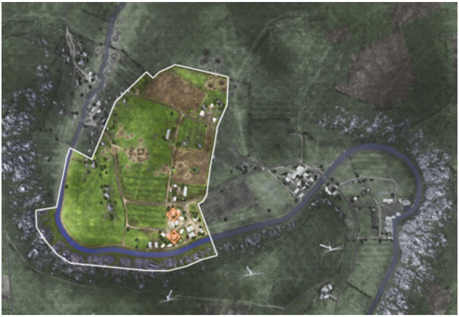
M-COM Station B



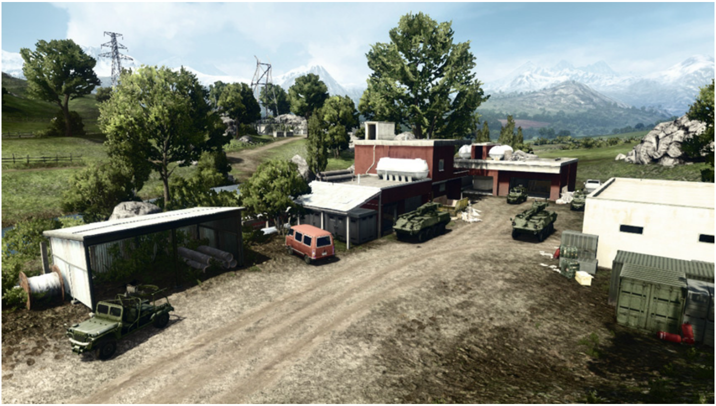


This M-COM station is housed within the ground floor of the large red building on the west side of the treatment plant. Given this objective's proximity to the US deployment area, M-COM Station B is likely to come under attack first, often rushed by troops arriving in a Growler ITV. The narrow canal on the west side of the building serves as a natural barrier. But this can easily be jumped by troops seeking to gain entrance into the building. RU defenders should consider posting troops and booby traps along this oft-traveled west side to deter attacks. In addition, RU troops should consider booby-trapping the dark interior of the building to catch unsuspecting attackers by surprise as they rush toward the objective.

Zone 2: Village



US Deployment

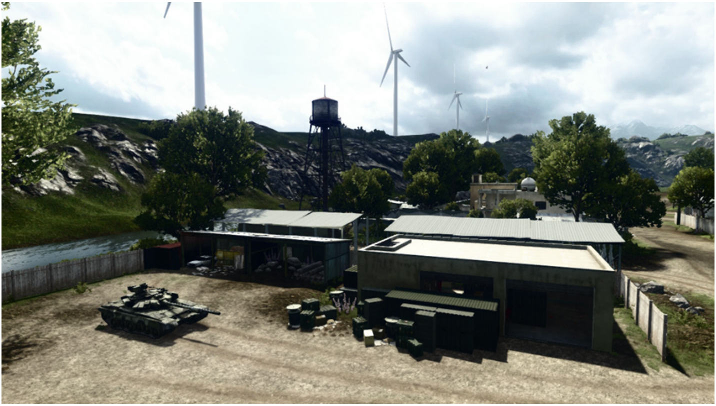


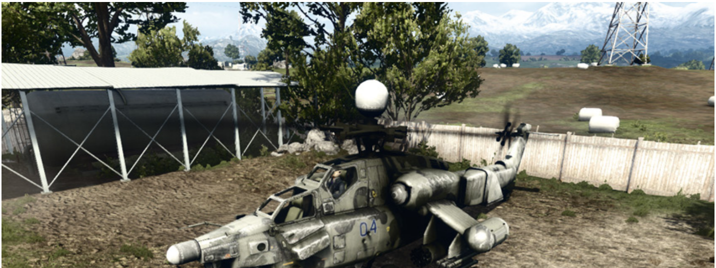
Deployment Area Assets

Name	Growler ITV	RHIB	M1128	M142	AH-1Z Viper	Gunship
Quantity	4	1	2	1	1	1
Respawn Time	20 sec.	10 sec.	20 sec.	60 sec.	60 sec.	120 sec.

If the US team can take out the first set of M-COM stations, they gain a huge vehicle advantage in the second phase of this battle. The addition of an AH-1Z Viper definitely tilts the odds in favor of the US team—but only if manned by a competent pilot and gunner. The AH-1Z can help neutralize the RU team's Mi-28 and T-90A while the attacking infantry and ground vehicles focus on pounding the objectives. Use the M1128 tank destroyers and M142 rocket artillery to provide fire support from a distance while infantry rush in to plant charges on both M-COM stations. Meanwhile, rely on the surplus of Growler ITVs to transport troops from the deployment area to the objectives. At this stage, parachuting from the gunship is risky unless you're joined by a large number of fearless teammates.

RU Deployment



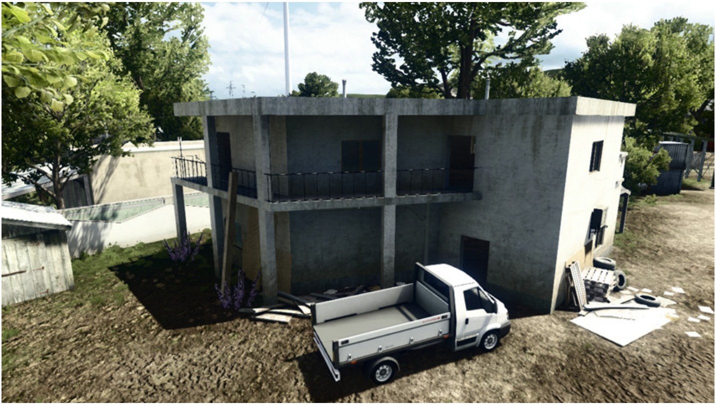


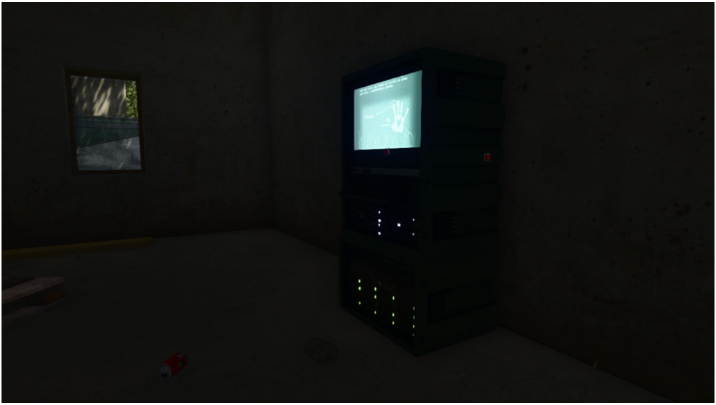
Deployment Area Assets

Name	T-90A	Mi-28 Havoc	9M133 Kornet Launcher
Quantity	1	1	1
Respawn Time	60 sec.	60 sec.	30 sec.

In this phase the RU defenders face an onslaught of US vehicles while gaining no additional resources of their own. Therefore the defenders must make the most of their T-90A and Mi-28 Havoc in an effort to push back the attackers. In addition, the RU team must rely heavily on engineers to make a dent in the US offensive. Mines, anti-tank missiles, and anti-aircraft missiles are all needed to neutralize these threats. Despite the superior showing of US vehicles, the objectives can only be armed by infantry. So don't neglect to defend the M-COM stations directly. Immediately following the end of the first phase, use your time wisely to carefully position troops and vehicles before the attackers arrive. With some skill and coordination, it's possible to make a stand here—but it won't be easy.

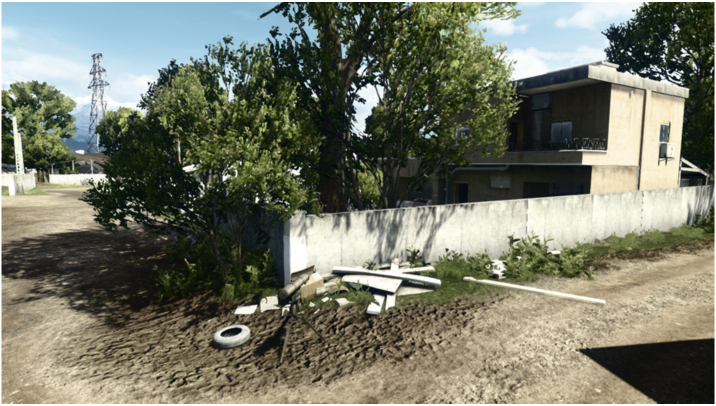
M-COM Station A





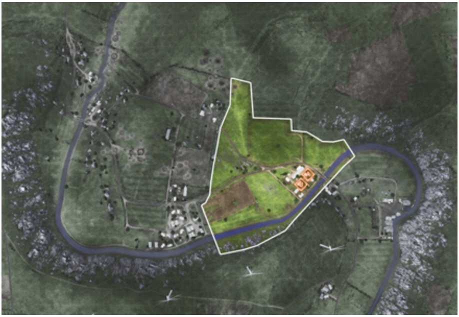
M-COM Station A is on the first floor of a two-story concrete farmhouse in the center of the rural village. The exterior walls of this building are destructible, allowing attackers to breach from virtually any direction. While the fighting in surrounding fields is dominated by vehicles, infantry with close-quarters weapons are best suited for attacking and defending this objective. The RU defenders can benefit from securing the building interior as well as watching the objective from surrounding structures. As a result, attackers should always strive to secure the perimeter before moving in to set the charge. Close air support offered by the gunship and artillery support from the M142 can help suppress defenders in the area prior to and during an attack.

M-COM Station B



Like M-COM Station A, this objective is located within a farmhouse. But this house sits on the south side of the village, not far from the canal. Sneaky attackers can use the RHIB spawned at the US deployment area to reach this area without drawing too much attention. RU defenders should always stay nearby to respond to such sneak attacks. A Kornet launcher posted outside the house is ideal for targeting enemy ground vehicles approaching along the village's dirt roads. But infantry attacks pose the biggest threat. When attacking, US troops should bring along explosives to breach the perimeter wall around the house. Alternatively, the gunship or other vehicles can obliterate this wall prior to any infantry attack, helping friendly troops gain entry without delay.

Zone 3: Repair Shop

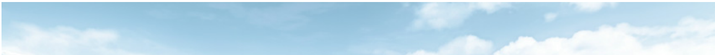


US Deployment

Deployment Area Assets						
Name	**Growler ITV**	**RHIB**	**M1128**	**M142**	**AH-1Z Viper**	**Gunship**
Quantity	2	1	2	1	1	1
Respawn Time	20 sec.	10 sec.	20 sec.	60 sec.	60 sec.	120 sec.

By the third phase of the battle, the momentum is definitely on the US team's side. However, the battle is far from over. The next group of objectives is to the east, requiring the attackers to cross a vast field with sparse cover. While the speed of the Growler ITVs and M1128s is effective for conducting frontal assaults, consider less risky options. The RHIB spawned here can travel along the canal to sneak up on the objectives from the south. This is the safest way to quickly reach the objectives without drawing too much attention. Such sneak attacks are more effective when accompanied by diversionary attacks. So keep the defenders distracted to draw their attention away from their exposed southern flank.

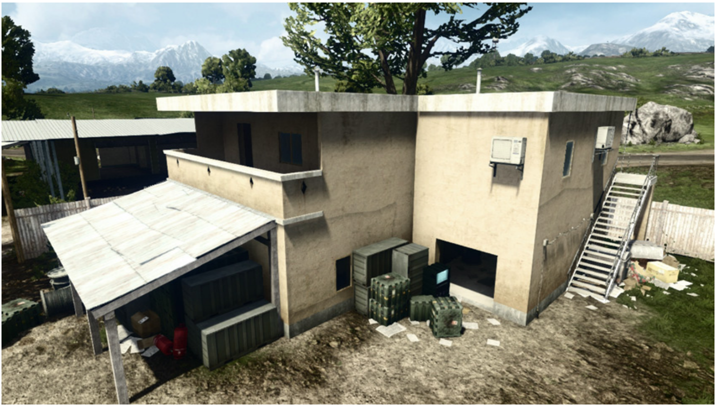
RU Deployment

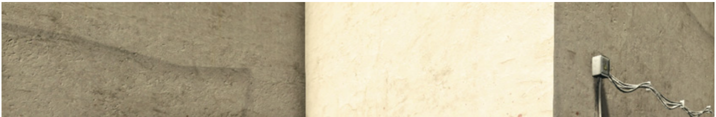


Deployment Area Assets		
Name	**T-90A**	**Mi-28 Havoc**
Quantity	1	1
Respawn Time	60 sec.	60 sec.

The RU team continues to suffer from a shortage of equipment, once again fielding only one T-90A and an Mi-28 Havoc. While confronting the US attackers in the field to the west may be tempting, it's best to hide the T-90A back near the objectives, where it is easier to conceal among the structures. Meanwhile, rely on engineers and the Mi-28 Havoc to engage incoming US vehicles crossing the field to the west. Guided missiles, such as Javelins, are very effective here. But don't let the action in the field distract you from potential flanking attacks approaching from the south, along the canal. Keep at least one squad posted around each objective to deter surprise infantry attacks.

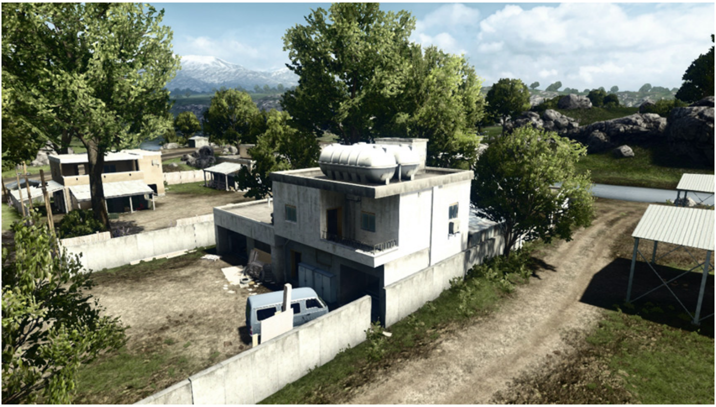
M-COM Station A

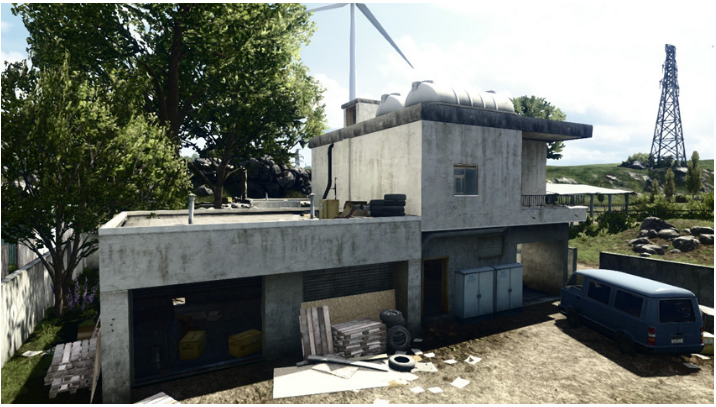


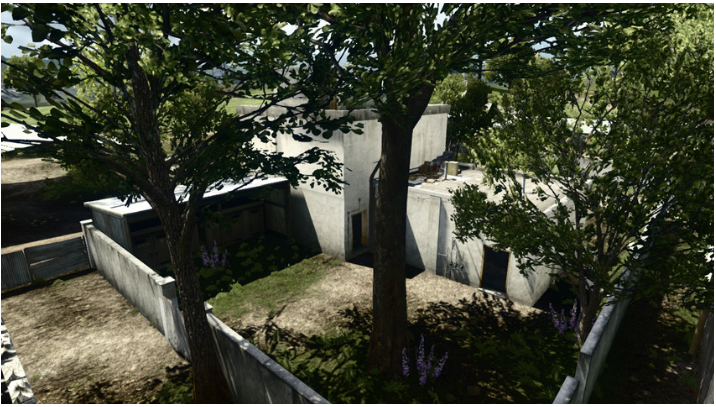


M-COM Station A is just outside a two-story farmhouse amid a small cluster of agricultural structures. Although the objective is outdoors, a few large green crates help provide cover and concealment for troops attempting to arm or disarm a charge. When possible, approach from within the farmhouse and sneak up alongside the M-COM station. By taking this approach you're far less likely to be spotted (or sniped) while moving through the open courtyard. While the nearby crates offer some protection, consider popping smoke before approaching the objective. No matter how carefully your team has secured the area, always assume an opponent has a line of sight on this M-COM station.

M-COM Station B

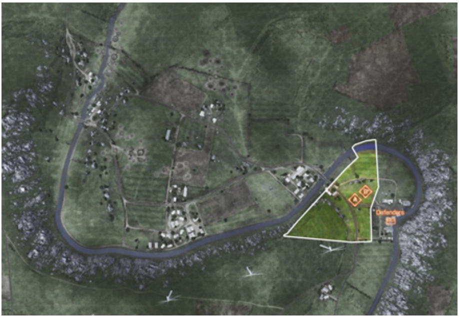






This objective is in a small concrete farmhouse on the south side of the area, only a few meters from the canal. Given the objective's nearness to the canal, it is the perfect candidate for amphibious assaults staged by US troops arriving in a RHIB. RU defenders must constantly prepare for such attacks, monitoring the canal for incoming boats. The perimeter wall surrounding the house serves as a decent line of defense. So attackers should come prepared to breach the wall with explosives in an effort to avoid the few entry points, which serve as natural choke points.

Zone 4: Artillery Base



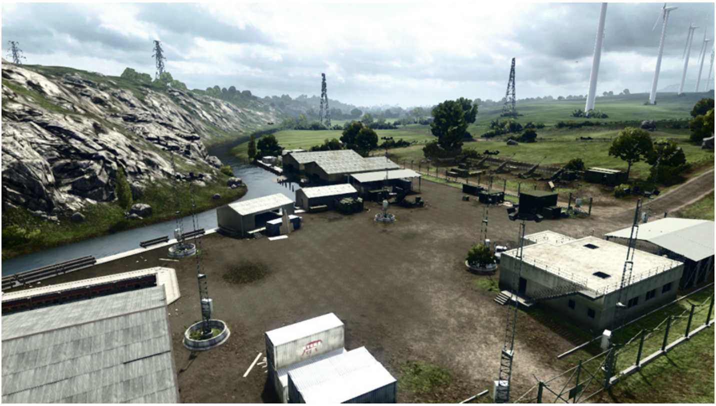
US Deployment

Deployment Area Assets

Name	Growler ITV	M1128	AH-1Z Viper	Gunship
Quantity	2	2	1	1
Respawn Time	20 sec.	20 sec.	60 sec.	120 sec.

For the final phase of the battle the US team has lost some of the vehicles that made the attack such a success to begin with. However, there are still more than enough vehicular assets to secure a decisive victory. The RU artillery base to the east is the location of the final two M-COM stations. It's important to cross and secure the nearby bridge to the east before the RU team can lock it down. This bridge is a choke point and can become a deathtrap for your Growler ITVs and M1128 tank destroyers as they try to cross. Using the AH-1Z Viper and gunship, it's important to apply pressure from the air to help secure the bridge and clear a path to the final two objectives.

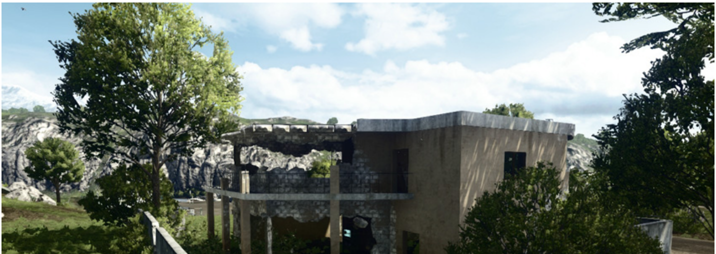
RU Deployment

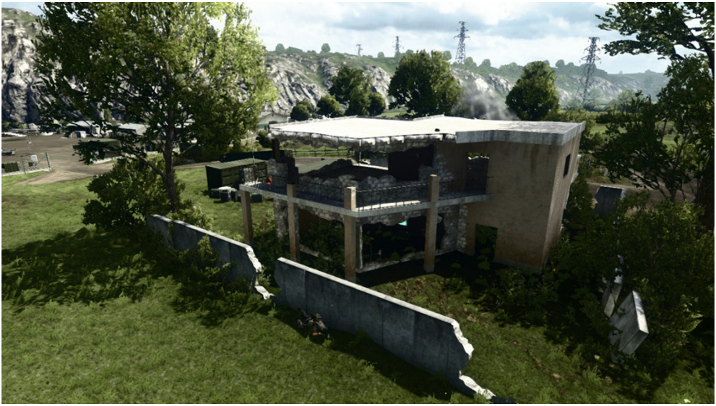


Deployment Area Assets		
Name	**T-90A**	**Mi-28 Havoc**
Quantity	1	1
Respawn Time	60 sec.	60 sec.

After three unsuccessful attempts to stop the US advance, the RU team is eventually pushed back to this base, where five artillery guns are positioned, shelling distant targets. Once again the RU team has only a single T-90A and an Mi-28 Havoc to assist in their last stand. The RU team can enjoy some success at containing the US team to their deployment area by controlling the east bank of the canal as well as the bridge. Engineers and other infantry can successfully harass US ground movement in this area. However, the defenders must also cover the objectives, too, protecting them from parachuting US troops dropping from the orbiting gunship. In many instances, consolidating forces around the objectives is the best way to approach this final phase.

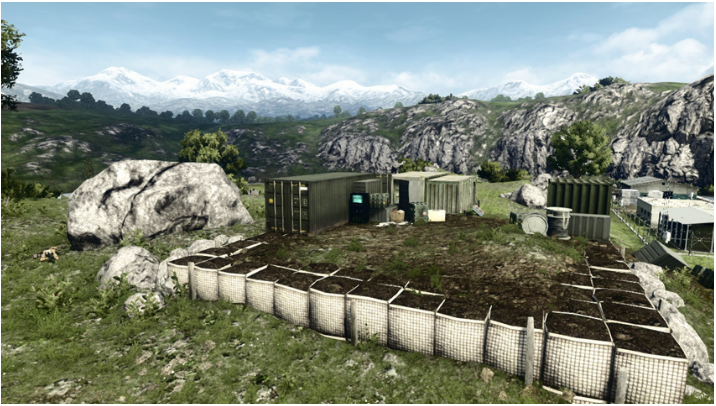
M-COM Station A





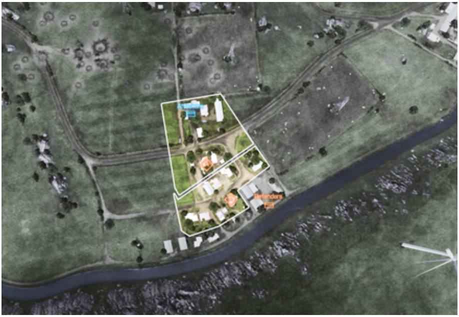
M-COM Station A is the closest objective to the US deployment area, making it the most likely first target of the attackers. The objective is on the ground floor of a partially bombed-out farmhouse. Many of the exterior walls of this house have been destroyed, offering relatively long sight lines to the objective. Anyone attempting to arm or disarm this objective should watch for opponents positioned around the perimeter of the house. To safeguard against long-range threats, pop smoke on the objective before approaching to set or disarm a charge.

M-COM Station B



This objective is positioned atop a small reinforced hill outside the artillery base, northwest of M-COM Station A. If properly defended, this objective can be extremely difficult to arm or disarm due to the lack of cover. With the exception of a few crates and containers on the north side of the hill, the objective is completely exposed. As a result, both sides should deploy smoke on the objective prior to setting or disarming a charge. If the US is successful in setting a charge, they can use the gunship's devastating weapons to defend the objective until their charge explodes. As long as the gunship is airborne, the RU team will have a difficult time reaching this objective.

Squad Rush



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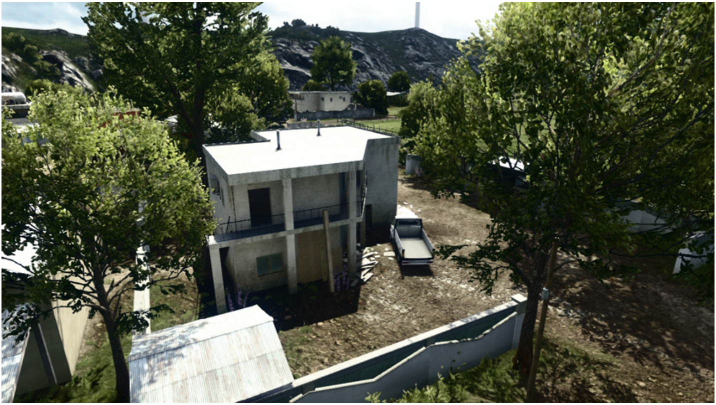
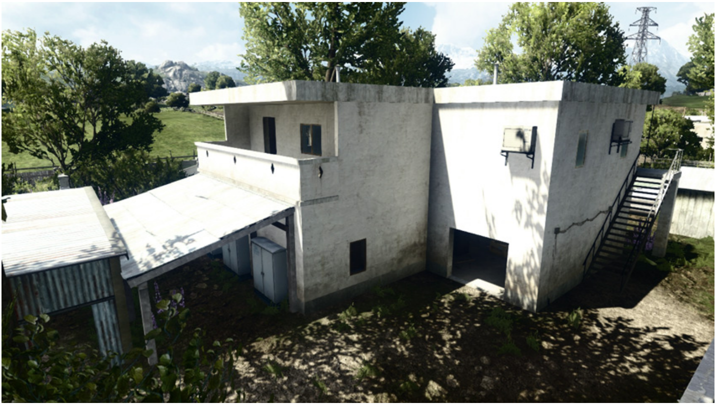
This small-scale Rush battle takes place entirely within the village, requiring both teams to brush up on their urban combat tactics. As in most Squad Rush battles, detecting your opponents plays a large part in securing a victory. But given the number of structures in the village, MAV units are largely ineffective, as they can't see through rooftops. Therefore both teams should rely on T-UGS motion sensors to help locate opponents scurrying about the village. Expect a healthy dose of house-to-house fighting in this battle. In these close quarters, carbines, shotguns, and PDWs are all very effective. But rocket launchers and grenade launchers can also prove beneficial for breaching walls or simply denying the enemy cover. Both objectives are located within dark houses, so consider attaching a tactical light to your weapon in an effort to blind opponents gathered near the M-COM stations. Laser sights are also effective for blinding enemies, but they do little to illuminate these dark spaces.

Zone 1



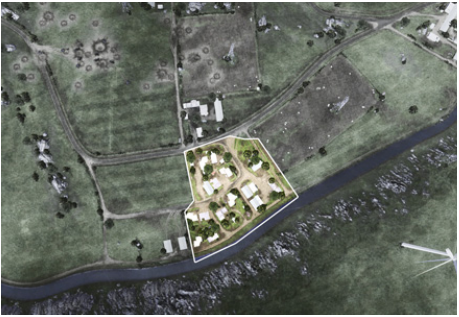


The first M-COM station is on the north side of the village on the ground floor of a farmhouse. The structures of the farm to the north offer the US attackers some cover and concealment during their initial advance. However, the road directly north of the objective is wide open, making it a popular kill zone for defenders. The attackers should always deploy smoke before crossing this road. While there are several entry points into the farmhouse, attackers are better off making their own doorway by blasting a hole in one of the perimeter walls, preferably with a SMAW rocket launcher. Whether attacking or defending, prepare for close-quarters combat within the dark interior of the house. PDWs and shotguns fitted with tactical lights are ideal for getting the jump on your opponents. Grenades are also very effective in this cramped space. Attackers should always assume the area around the M-COM station is booby-trapped with claymores or C4. Always toss a grenade toward the objective to detonate any booby traps before attempting to plant a charge.

Zone 2

Similar to the first objective, the second M-COM station is also housed within a farmhouse, this time on the southern edge of the village. Expect more close-quarters engagements as both teams struggle to gain control of the area around the farmhouse. While PDWs and shotguns are still effective, rocket and grenade launchers also come in handy for blowing holes through walls. Both teams can benefit from deploying T-UGS motion sensors as well, ideal for detecting enemy movement when sight lines are obscured by structures. Once again, tactical lights and grenades are very effective inside the dark farmhouse. The house's perimeter concrete walls are completely destructible, so attackers should always consider making their own entry point instead of walking through a potentially booby-trapped doorway.

Team Deathmatch



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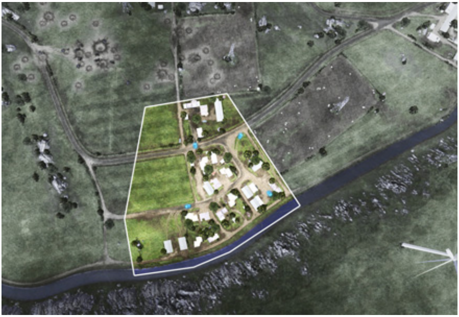
This battle, situated entirely within the confines of the village is an absolute meat grinder. The more players on the map, the greater the intensity—and carnage. Before spawning into this battle, think urban combat. Given the house-to-house nature of this battle, almost every enemy encounter occurs at extremely close range. Therefore, strongly consider bringing along a shotgun or PDW equipped with a laser sight. While the laser sight is effective for temporarily blinding opponents, it also increases hip accuracy, allowing you to fire accurately without aiming through a scope or iron sight. Rocket and grenade launchers are good choices too, ideal for blowing holes in walls, taking out opponents hiding behind cover. Consider spawning into the match as a shotgun-toting recon soldier and quickly place a T-UGS motion sensor to identify the locations of nearby enemies. Sharing this information with your team will help them hunt down opponents, boosting your team's score. Every time you spawn into the match, plant a new T-UGS motion sensor to reveal more enemies. Tracking the locations and movement of enemy troops is the best way to give your team the upper hand in this unforgiving environment.

Squad Deathmatch



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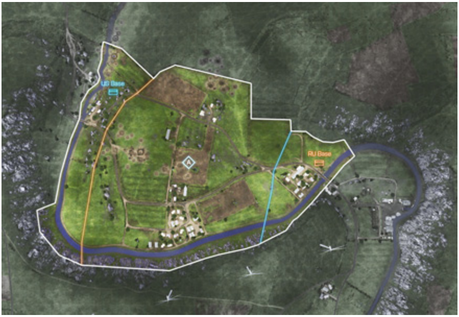
This battle is centered around the buildings of the farm and village, bringing urban-style combat to this otherwise rural setting. Expect plenty of house-to-house fighting in the center of the map, so choose your weapons accordingly. Carbines, PDWs, and shotguns are all very effective in these cramped spaces. But make sure your squad also has some anti-tank capability when it comes to dealing with the IFV. Engineers armed with rocket launchers or support troops equipped with C4 are required to take out this threat. A single IFV spawns at one of four possible locations along the perimeter of the village. Make an effort to take control of one of these vehicles to give your squad a quick boost in kills. But when driving the IFV, don't loiter among the buildings in the center of the map—there are far too many hiding spots for opponents. Instead, drive out onto the field to the west and engage opponents in the village from long range. By avoiding close contact with enemy troops, you'll have an easier time holding onto the IFV. But it will still require repairs, so make sure at least one squad member is carrying a repair tool at all times.

Tank Superiority



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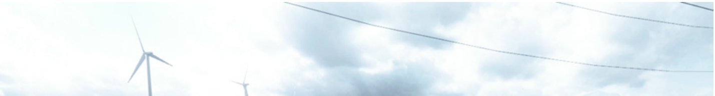
Superiority Flag

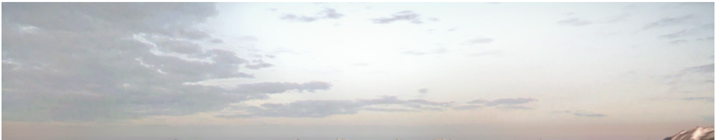


Achieving victory in this grueling armor duel requires each team to exert control over an open piece of farmland in the center of the map. The US team starts out on the west side of the map, deploying from the treatment plant. Meanwhile the RU team approaches from the east, deploying from the repair shop. The flag is located in a field just north of the farm, surrounded by rolling terrain. Since the flag sits in a bowl-like depression, units must approach within approximately 100 meters to establish a clear line of sight. So once your team has established control of the flag, form a defensive line on the east or west side of the field in an effort to block the opposing team's access to the flag. The perimeter fence lines are built on a slight hill, providing some decent protection for tanks and tank destroyers. There are also multiple craters in the field capable of concealing the chassis of a tank or tank destroyer. Parking your vehicle in a crater greatly reduces your visible profile, requiring opponents to score a hit on your turret. While infantry should avoid the no-man's land around the flag, engineers can offer support by firing Javelins and rockets from the farm to the south or from the antenna to the south. Vehicle repairs are always needed, so make sure you have access to a repair tool before spawning into the game.

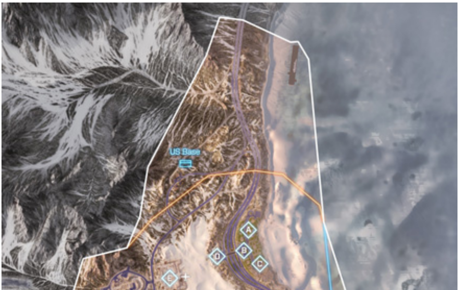
Armored Kill Battlefields

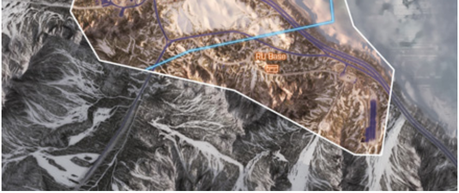
Bandar Desert

Bandar Desert



Conquest





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This desert battle offers a unique balance of ground and air combat as both teams fight for control of this sprawling region. With five flags up for grabs, each team should attempt to capture and hold a minimum of three control points. However, the uneven layout of the flags can make it difficult to draw a cohesive battle line. The artillery base (E) on the west side of the map grants access to the gunship, making it the most popular flag on the map. Both teams should attempt to capture and hold this flag so they can put the gunship's powerful weapons to use. The remaining four control points are all on the east side of the map. These control points produce very few vehicles, often leading to heavy infantry combat in this area. Most of the vehicles are produced at each team's base. So if either team wants to gain the upper hand, they'll need to consistently spawn back at their base and drive these vehicles to the front lines. Each side also has access to an attack helicopter and two jets. In most cases, their air assets offset each other as they streak across the sky locked in white-knuckle dogfights. But if one team can establish air superiority, these aircraft can make a big impact on the ground battle. In the desert, there are few places for ground vehicles to hide, making them particularly vulnerable to strafing runs.

US Base

Base Assets

Name	Quad Bike	M1128	M142	AH-1Z Viper	F/A-18E Super Hornet
Quantity	2	2	1	1	2
Respawn Time	5 sec.	20 sec.	60 sec.	60 sec.	40 sec.

The US team deploys from the north side of the map. Infantry and vehicles spawn at the mountain village while air assets spawn farther north, along the highway. The early moments of the round are very important, leaving little time to waste. The fastest ground vehicles available here are the quad bikes, ideal for rushing the distant artillery base (E), where the gunship is accessed. While troops on quad bikes secure the artillery base (E), send the M1128 tank destroyers toward the gas station (D) and village south (A). Securing three control points early on is the best way to gain the upper hand in the battle, forcing a drain on the RU team's ticket count. While the ground units capture and hold control points, use the AH-1Z Viper and F/A-18E Super Hornets to establish air superiority. The RU team's jets and helicopters pose a constant threat to your ground forces, so act quickly to shoot down these aircraft. When the air is clear of hostile units, use the Viper and Super Hornets in a close air support role, strafing enemy tanks and tank destroyers.

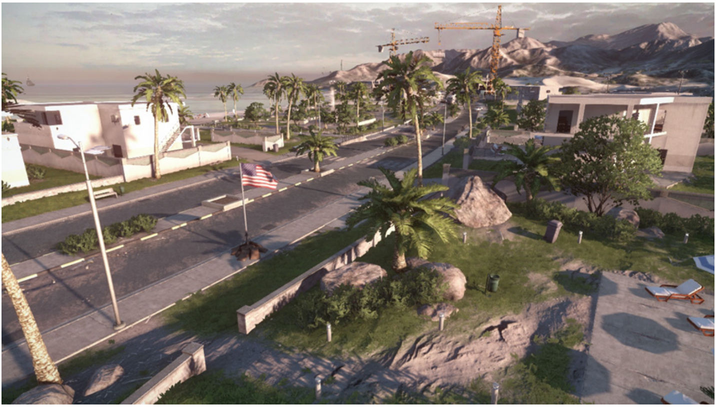
RU Base

Base Assets

Name	Quad Bike	SPRUT-SD	BM-23	Mi-28 Havoc	SU-35BM Flanker-E
Quantity	2	2	1	1	2
Respawn Time	5 sec.	20 sec.	60 sec.	60 sec.	40 sec.

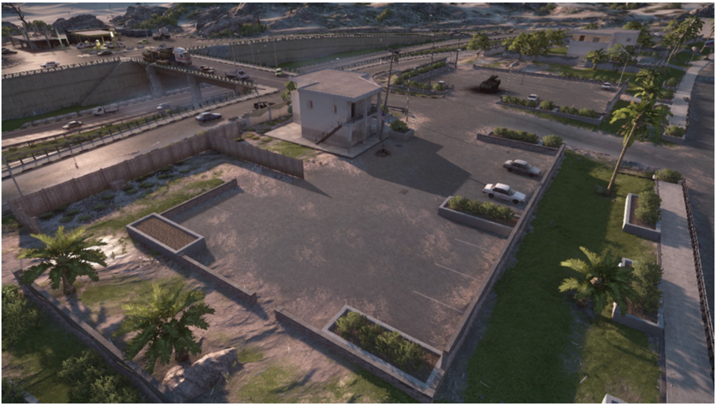
The RU team deploys on the south side of the map, with the majority of vehicles spawning at the mountain outpost. All air vehicles spawn at the airfield to the southeast. It's important to make an early push to secure at least three flags. Start by sending quad bikes to the artillery base (E) in an effort to gain access to the gunship. Meanwhile, roll out the SPRUT-SD tank destroyers toward the central control points, securing the gas station (D) and construction site (C). While the ground units roll out, get the SU-35BM jets and Mi-28 attack helicopter in the air to guard against US air strikes. Neutralizing the US jets and helicopter should be the primary responsibility of the RU team's air assets. This includes shooting down the gunship if the US team manages to capture the artillery base (E). With the US air assets eliminated, the RU team's aircraft can begin conducting strafing runs on enemy ground units. But always watch for new US aircraft taking off. Break off any ground attacks to focus on achieving air superiority.

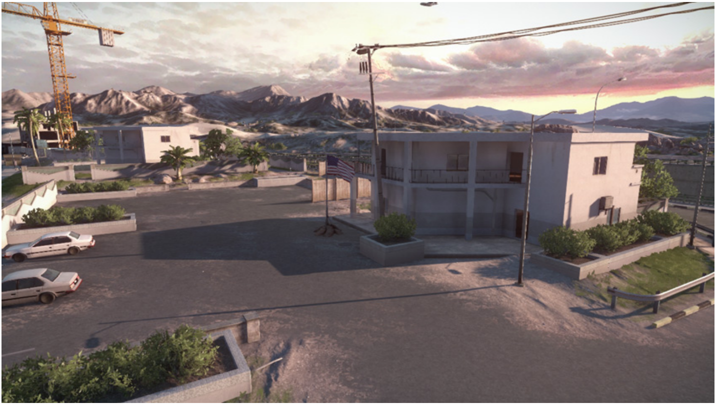
A: Village South



The village south (A) control point produces no vehicles for either team. But don't let that deter you from capturing and defending this flag. With only five flags up for grabs, every control point is worth fighting for, especially in a close match. For the US team, simply having a spawn point in the center of the map is a big benefit, allowing for attacks on the nearby village center (B) or gas station (D). The flagpole is planted on a sidewalk along the main street cutting through the seaside village. Given the lack of cover, this flag is best captured from within the safe confines of an armored vehicle. If you're on foot, take cover along the low wall to the west of the flag or hide in vegetation on the median to the east. Given its proximity to the street, this flag is often rushed by vehicles approaching from the north or south. Defenders should consider placing mines on this road or packing the flag's capture radius with C4. The surrounding two-story buildings provide excellent overwatch positions for attackers and defenders alike. But the walls of these concrete buildings won't withstand heavy fire, so be ready to move out if you've been spotted by an enemy tank destroyer.

B: Village Center

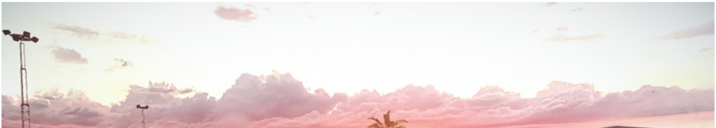


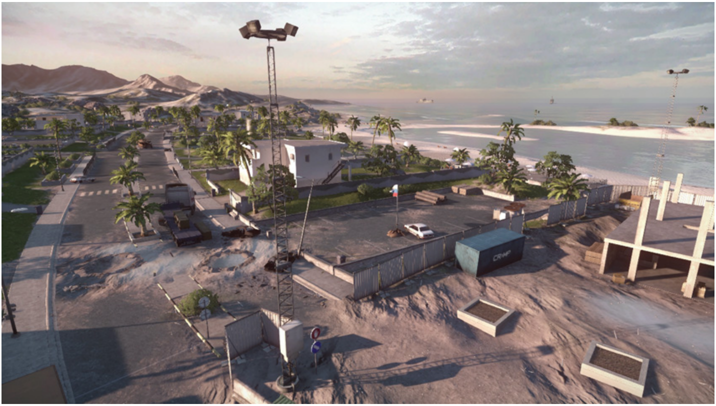


Control Point Assets		
US Control	**RU Control**	**Respawn Time**
Quad Bike (1)	Quad Bike (1)	5 sec.
M1128 (1)	SPRUT-SD (1)	20 sec.

The village center (B) is one of the most valuable control points on the map, producing a quad bike and tank destroyer for each team. In matches where opponents fail to spawn at their base and field ground vehicles, gaining a tank destroyer in the center of the map can make a huge difference when attacking the four surrounding control points. The flag is located in a large parking lot next to a concrete two-story house. If you're on foot, hide inside the house to convert or contest the flag. While the house's exterior walls won't hold up to heavy bombardment, they provide adequate protection from small-arms fire. Given this control point's central location, it's likely to change hands many times during the course of a battle. But gaining access to a tank destroyer spawn point makes this a flag worth fighting for, so don't leave it undefended. Those left behind on guard duty will see more than their fair share of action. Engineers and support troops are capable of dealing with a variety of threats, but they can greatly benefit from keeping the tank destroyer nearby.

C: Construction Site





Like the village south (A), the construction site (C) produces no vehicles for either team. Still, it's a control point worth holding onto, if for nothing other than maintaining a spawn point in the center of the map. The flag itself is in a small parking lot on the north side of the facility. Except for cars and a low perimeter wall, there isn't much cover within the flag's capture radius. As a result, it's safest to capture this control point from within an armored vehicle. However, watch for mines and other booby traps before driving toward the flag. The nearby construction cranes are popular sniper perches for recon troops eager to score long-range kills. From the cranes, recon troops can easily cover the flags at the village south (A), village center (B), and gas station (D). So even if the construction site (C) is in your team's possession, the cranes may be occupied by enemy snipers. Strafe the tops of these cranes regularly using your team's attack helicopter or gunship in an effort to clear out enemy sharpshooters. It's also possible to cover the flag and cranes from the house on the north edge of the parking lot. If necessary, blow a hole in the southern upstairs wall to make a bigger window.

D: Gas Station

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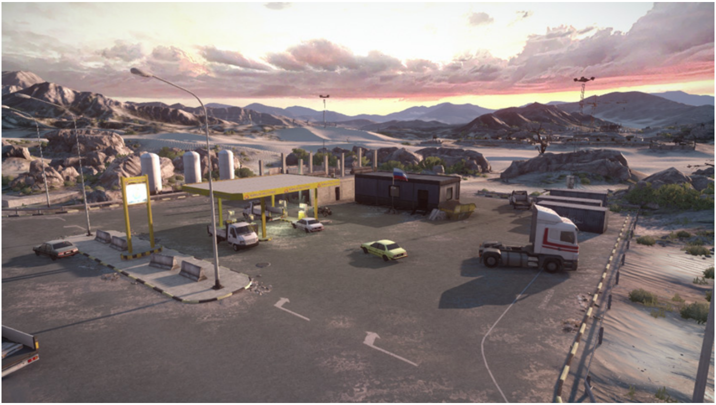


Control Point Assets		
US Control	**RU Control**	**Respawn Time**
Quad Bike (1)	Quad Bike (1)	5 sec.

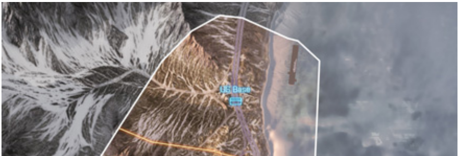
The gas station (D) is along the west side of the highway, between the village center (B) and artillery base (E). As the midway point between these two crucial control points, the gas station (D) sees plenty of traffic throughout the course of the battle. Before arriving, target the gas pumps. It's better to knock out these highly explosive objects before you get too close—otherwise you run the risk of getting caught in a large explosion. Once the gas pumps have been set ablaze, the smoke offers some welcome concealment. The flag is next to a flimsy prefabricated office. If you're on foot, always hide in this office while attempting to capture the flag. But when defending here, consider hiding in the partially constructed building to the south. The control point produces a quad bike for each team, ideal for racing to nearby flags. Use the highway overpass to the east to reach the nearby control points. This overpass can also serve as a choke point for defenders attempting to stop intrusions from the village center (B).

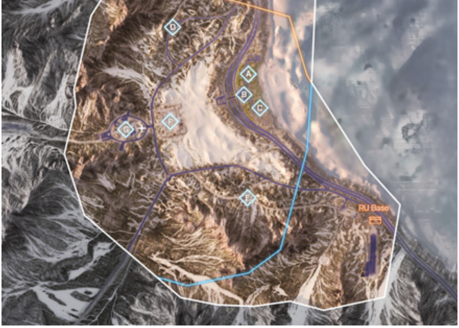
E: Artillery Base

Control Point Assets		
US Control	**RU Control**	**Respawn Time**
Quad Bike (2)	Quad Bike (2)	5 sec.
Gunship (1)	Gunship (1)	60 sec.

The artillery base (E) is a fortified military installation on the western edge of the map. The team that manages to capture and control this flag gains access to the gunship orbiting above the battlefield. As a result, this is one of the most contentious points on the map. This sprawling facility is surrounded by a perimeter fence and contains multiple structures capable of serving as overwatch positions for defenders. Four official gates offer access into the facility, but the weak perimeter fence can be breached at virtually any point by vehicles or infantry. The flag is near the center of the base, near a large white fuel tank—consider blowing up this tank before you get too close. Given the size and its porous perimeter fence, don't bother trying to lock down this base. Instead, focus defensive efforts around the flag. Placing mines near the flag or simply parking a tank destroyer nearby serves as a good deterrent. Keep at least one squad here at all times to secure this flag. Even if the defending squad is wiped out, they can maintain a presence in the base by placing a radio beacon in one of the nearby structures.

Conquest 64





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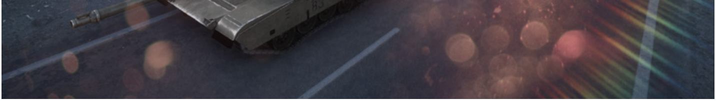
To date, this is the largest map in the history of the Battlefield franchise. As a result, transportation is key to reaching your destination and securing control points—don't try to hike across this sprawling landscape. Fortunately, the map is packed with vehicles, with most spawning at each team's base. In fact, the bases supply each team with their only tanks. So be ready to spawn back at your base if you want to jump in a tank and gain an edge over the numerous tank destroyers and light vehicles racing across the desert. With seven flags on the map, each team must try to capture and hold at least four control points to initiate a drain on the opposing team's ticket count. Both teams should make an early push for the army base (G) on the west side of the map. This crucial control point grants the controlling team access to the gunship as well as an extra scout helicopter. While most of the control points are spread out, requiring some form of transportation, the three flags clustered near the coast are easily managed by infantry. While vehicles are available at the village south (A), village center (B), and construction site (C), fighting for these flags is often dominated by infantry—vehicle drivers should watch for mines and other infantry-related threats when cruising through this area. With so many ground vehicles scurrying about, the desert is an absolute kill zone for jet and helicopter pilots eager to boost their score. But both teams should attempt to establish air superiority before lining up strafing runs. Getting distracted by juicy ground targets is a surefire way to get shot down by enemy pilots, not to mention the mobile and stationary anti-aircraft units.

US Base



Base Assets

Name	Growler ITV	M1128	M1 Abrams	LAV-AD	AH-6J Little Bird	AH-1Z Viper	F/A-18E Super Hornet	Centurion C-RAM
Quantity	3	3	2	1	1	1	2	1
Respawn Time	20 sec.	20 sec.	20 sec.	20 sec.	60 sec.	60 sec.	40 sec.	—

This base produces the vast majority of the US team's vehicles. So if you're having trouble finding transportation, this is the place to spawn. The US base is spread across two distinct zones. All the ground vehicles spawn along the highway on the north side of the map, while the jets and helicopters spawn on the aircraft carrier to the northeast. In between these two zones is a Centurion C-RAM anti-aircraft gun. The many parked vehicles at the US base make it a tempting target for enemy aircraft. Use the Centurion C-RAM and LAV-AD to fend off strafing runs by the RU team's jets and helicopters. Early during the round US troops spawning here should try to capture as many control points as possible. Use the AH-6J Little Bird to transport troops to distant control points, like the army base (G), while the Growler ITVs and M1128 tank destroyers rush to the nearby flags of the mountain village (D), village south (A), and village center (B). While the ground forces take and hold ground, it's up to the jets and helicopters to neutralize the RU team's air assets. The RU team's Mi-28 Havoc poses a particular threat to the US team's ground forces. Use the Super Hornets and LAV-AD to clear the skies, paving a clear path for friendly tanks and tank destroyers.

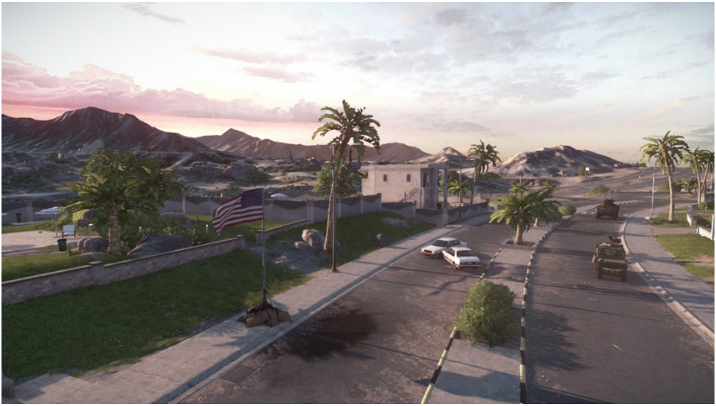
RU Base

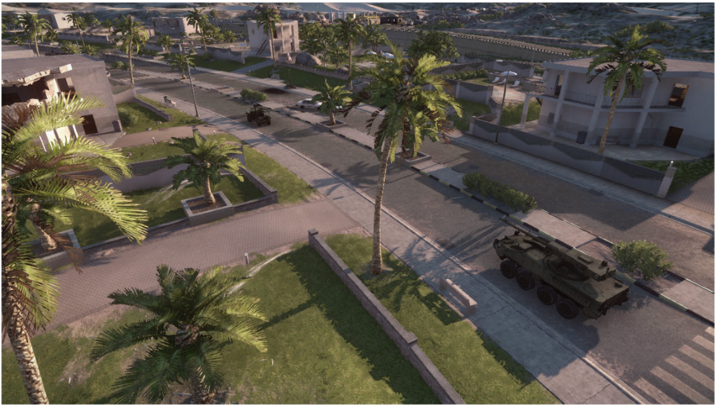
Base Assets

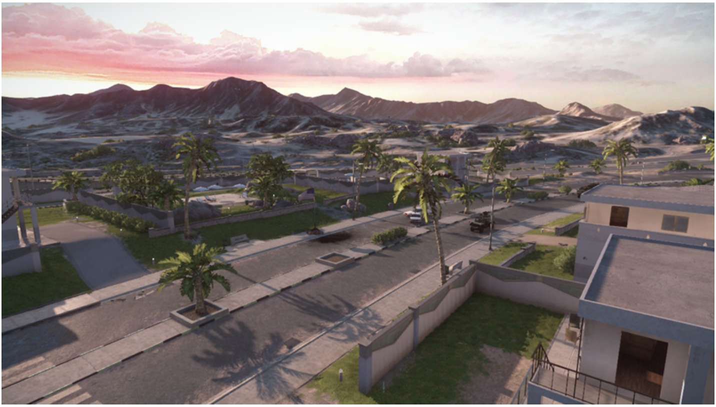
Name	VDV Buggy	SPRUT-SD	T-90A	9K22 Tunguska-M	Z-11W	Mi-28 Havoc	SU-35BM Flanker-E	Pantsir S-1
Quantity	3	3	2	1	1	1	2	1
Respawn Time	20 sec.	20 sec.	20 sec.	20 sec.	60 sec.	60 sec.	40 sec.	—

The RU team deploys on the south side of the map with the exact same type and number of vehicles as their US opponents. As at the US base, the RU team's assets are spread across two different locations. All the RU team's ground vehicles are spawned on the highway along the southern coast. Meanwhile, the RU team's jets and helicopters are spawned at the airfield to the southeast. To protect these vehicles from air strikes, make sure the Pantsir S-1 anti-aircraft gun is manned, particularly during the opening moments of the battle. The 9K22 Tunguska-M can also help deter strafing runs by US aircraft—move this vehicle west of the base so it can provide more comprehensive air coverage above the central control points. Early on the RU team should make a move for the army base (G) in an effort to gain control of the gunship. Use the Z-11W scout helicopter to rush a squad to this location while the VDV Buggies and SPRUT-SD tank destroyers secure the nearby mountain outpost (E), construction site (C), and village center (B). Consider making a move for the artillery base (F) too, in an effort to better secure the army base (G). Waste no time getting the SU-35BMs into the air so they can counter the US jets and helicopters. The Mi-28 Havoc can assist in the air battle as well, but it's far more effective attacking the US tanks and tank destroyers as they race across the open desert.

A: Village South





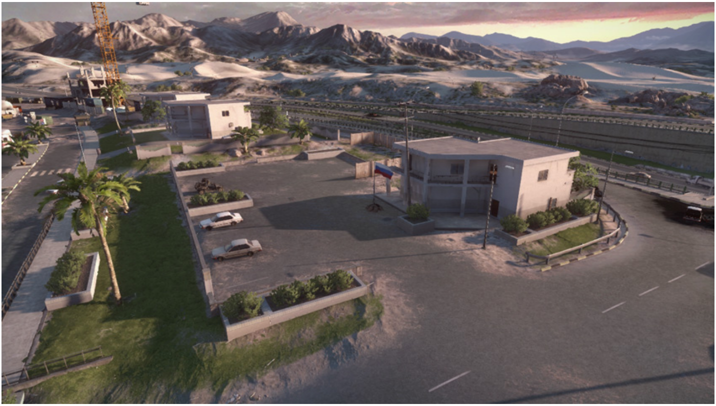


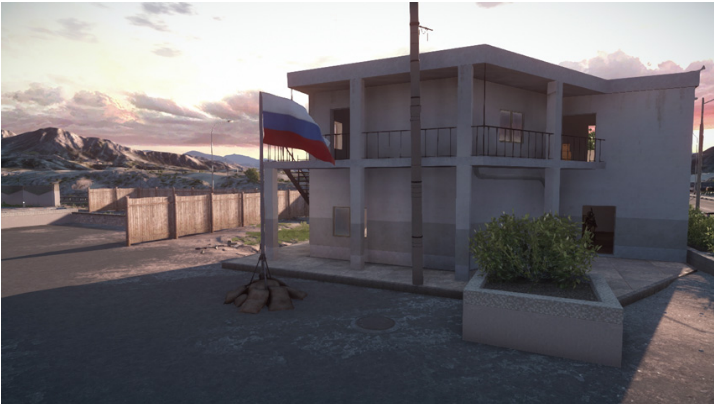
Control Point Assets

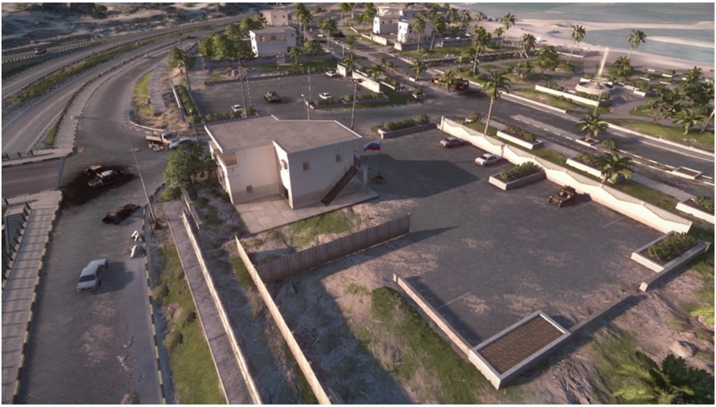
US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
Growler ITV (1)	VDV Buggy (1)	20 sec.
M1128 (1)	SPRUT-SD (1)	40 sec.

Don’t let the name confuse you. The village south (A) is located on the north side of the map, not far from the US base. This control point spawns a tank destroyer for each team, making it an extremely valuable control point. For the US team, simply having a spawn point within the center of the map is a big benefit, allowing for attacks on the nearby village center (B) or construction site (C). The flagpole is planted on a sidewalk along the main street cutting through the seaside village. Given the lack of cover, this flag is best captured from the safe confines of an armored vehicle. If you’re on foot, take cover along the low wall to the west of the flag or hide in vegetation on the median to the east. Given its proximity to the street, this flag is often rushed by vehicles approaching from the north or south. Defenders should consider placing mines on this road or packing the flag’s capture radius with C4. The surrounding two-story buildings provide excellent overwatch positions for attackers and defenders alike. But the walls of these concrete buildings won't withstand heavy fire, so be ready to move out if you've been spotted by an enemy tank or tank destroyer.

B: Village Center





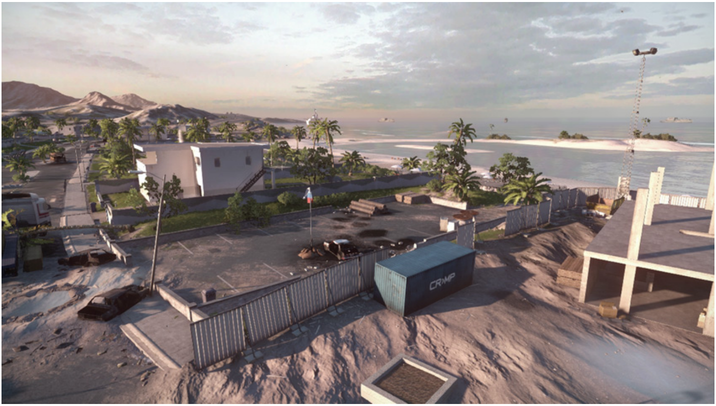


Control Point Assets

US Control	RU Control	Respawn Time
Growler ITV (1)	VDV Buggy (1)	20 sec.
M1128 (1)	SPRUT-SD (1)	40 sec.

The village center (B) is in the center of the cluster of three control points near the coast. This makes it a high-traffic area that is likely to change hands many times during the course of the battle. The addition of a tank destroyer makes it a valuable flag to hold onto. In matches where opponents fail to spawn at their base and field ground vehicles, gaining a tank destroyer in the center of the map can make a huge difference when attacking the surrounding control points. The flag is located in a large parking lot next to a concrete two-story house. If you're on foot, hide inside the house to convert or contest the flag. While the house's exterior walls won't hold up to heavy bombardment, they provide adequate protection from small-arms fire. Given this control point's central location, it's likely to change hands many times during the course of a battle. But gaining access to a tank destroyer spawn point makes this a flag worth fighting for, so don't leave it undefended. Those left behind on guard duty will see more than their fair share of action. Engineers and support troops are capable of dealing with a variety of threats, but they can greatly benefit from keeping the tank destroyer nearby.

C: Construction Site

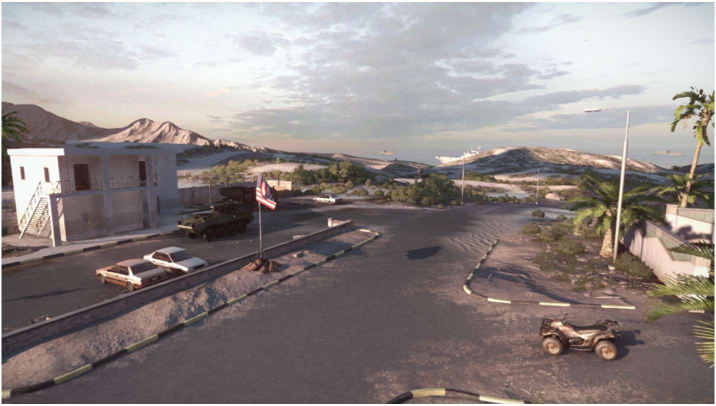


Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
Growler ITV (1)	VDV Buggy (1)	20 sec.

Unlike the nearby village south (A) and village center (B), the construction site (C) doesn't produce a tank destroyer. Still, it's a control point worth holding onto, if for nothing other than maintaining a spawn point in the center of the map. The flag itself is in a small parking lot on the north side of the facility. Except for cars and a low perimeter wall, there isn't much cover within the flag's capture radius. As a result, it's safest to capture this control point in an armored vehicle. However, watch for mines and other booby traps before driving toward the flag. The nearby construction cranes are popular sniper perches for recon troops eager to score long-range kills. From the cranes, recon troops can easily cover the flags at the village south (A) and village center (B). Consider placing a SOFLAM on one of these tall cranes to laser-designate enemy vehicles. Even if the construction site (C) is in your team's possession, the cranes may be occupied by enemy snipers. Strafe the tops of these cranes regularly using your team's attack helicopter or gunship to clear out enemy sharpshooters. It's also possible to cover the flag and cranes from the house on the north edge of the parking lot. If necessary, blow a hole in the southern upstairs wall to make a bigger window.

D: Mountain Village

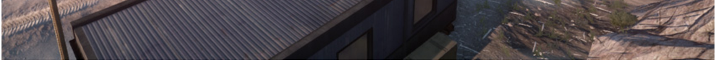


Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (2)	Quad Bike (2)	5 sec.
M1128 (1)	SPRUT-SD (1)	40 sec.
M142 (1)	BM-23 (1)	50 sec.
M220 TOW Launcher (1)	M220 TOW Launcher (1)	30 sec.

The mountain village (D) is on the north side of the map, putting it well within the US team's sphere of influence given its close proximity to the US base. However, both teams can benefit from the assets produced here, including a tank destroyer and mobile artillery unit. The M142 and BM-23 artillery units are great for bombarding distant control points like the artillery base (F) and army base (G). If the RU team takes control of this point, they can even aim the rockets toward the US base. For this reason alone, the US should try to hold onto this control point throughout the battle. The flag here is situated on a median on the street running through the village. There isn't much cover near the flag, so it's safest to capture or convert this flag from within an armored vehicle. But attackers should watch for mines left around the flagpole before rushing in for the capture. Defenders may also be posted in the buildings flanking the street. These buildings offer decent cover and concealment, but they can still be reduced to rubble when subjected to heavy bombardment by tanks or aircraft.

E: Mountain Outpost



Control Point Assets		
US Control	**RU Control**	**Respawn Time**
Quad Bike (2)	Quad Bike (2)	5 sec.
M1128 (1)	SPRUT-SD (1)	40 sec.
M142 (1)	BM-23 (1)	50 sec.

The mountain outpost (E) is like a mirror image of the mountain village (D), providing the RU team with a control point close to their base. As a result, the RU team is likely to hold this control point for most of the battle. This southern control point produces a tank destroyer and mobile artillery unit for both teams, as well as a couple of quad bikes. Besides the mountain village (E), this is the only other control point that produces the M142 and BM-23 mobile artillery units, ideal for bombarding distant control points in the center of the map. The US team can even use the M142 spawned here to pound the nearby RU base. The flag is next to a small concrete storage building. This small structure is within the flag's capture radius, allowing infantry to seek shelter while capturing or converting the flag. Given the flag's proximity to the dirt road cutting through the facility, vehicle capture attempts are also common. Defenders should consider mining this road or keeping the control point's tank destroyer nearby to fend off attackers.

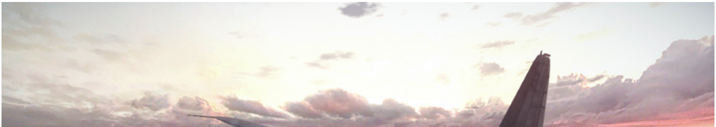
F: Artillery Base

Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
Growler ITV (1)	VDV Buggy (1)	20 sec.
M1128 (1)	SPRUT-SD (1)	40 sec.

The artillery base (F) is a fortified military installation on the western edge of the map. Located only a short distance east of the highly contentious army base (G), it is likely to see heavy traffic throughout the battle. This sprawling facility is surrounded by a perimeter fence and contains multiple structures capable of serving as overwatch positions for defenders. Four official gates offer access to the facility, but the weak perimeter fence can be breached at virtually any point by vehicles or infantry. The flag is near the center of the base, by a large white fuel tank—consider blowing up this tank before getting too close. Given the size and its porous perimeter fence, don't bother trying to lock down this base. Instead, focus defensive efforts around the flag. Placing mines near the flag or simply parking a tank destroyer nearby serves as a good deterrent. Keep at least one squad here at all times to secure this flag. Even if the defending squad is wiped out, they can maintain a presence in the base by placing a radio beacon in one of the nearby structures. Defending this control point is much easier if the army base (G) is held by your team. So make an effort to capture and defend these two western control points.

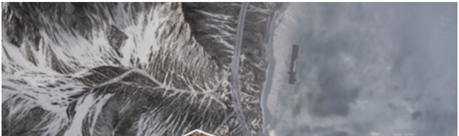
G: Army Base

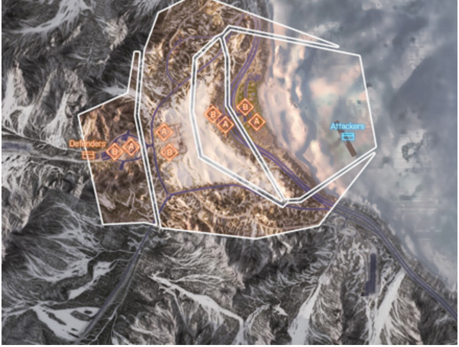


Control Point Assets		
US Control	**RU Control**	**Respawn Time**
Quad Bike (2)	Quad Bike (2)	5 sec.
M1128 (1)	SPRUT-SD (1)	40 sec.
AH-6J Little Bird (1)	Z-11W (1)	60 sec.
Gunship (1)	Gunship (1)	60 sec.
9M133 Kornet Launcher (2)	9M133 Kornet Launcher (2)	30 sec.

The army base (G) is without a doubt the hottest spot on the map and often the site of the most intense fighting. In addition to supplying the controlling team with access to a powerful gunship, this control point produces a scout helicopter, a tank destroyer, and a couple of quad bikes. Both teams should rush this control point early during the battle and attempt to capture the flag. If necessary, fly a jet over the control point and bail out above the flag—sacrificing a jet is worth gaining early access to this control point's bountiful assets. This facility is still under construction, as evident by the incomplete structures and massive crane. Like the crane at the construction site (C), this crane is a popular sniper perch, ideal for monitoring enemy movements on the western side of the map, including the nearby artillery base (F). The helipad on the north side of the facility is complete and hosts a scout helicopter for the controlling team. Even if your team doesn't control the flag, make an effort to steal this helicopter to give your team a boost in the air. The flag is positioned on the east side of the facility next to a tall, partially constructed building. It's possible to capture and contest the flag from within this structure, giving infantry the opportunity to seek cover amid the chaos. Once the flag is captured, keep at least one squad here at all times to defend this control point. Maintaining access to the gunship is crucial to gaining the upper hand in this battle.

Rush

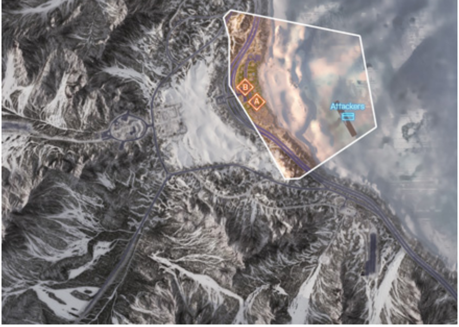




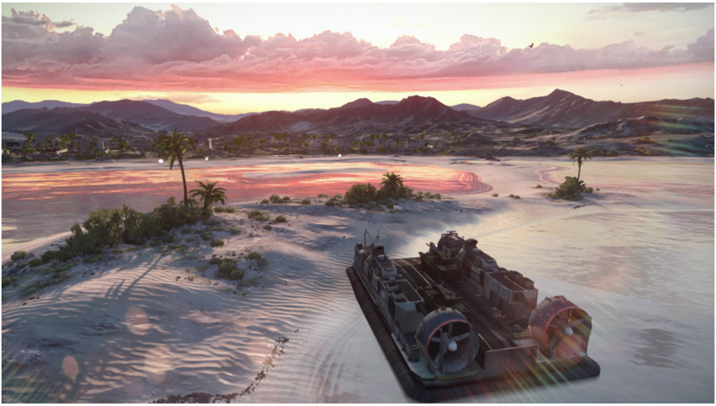
Click here for interactive maps

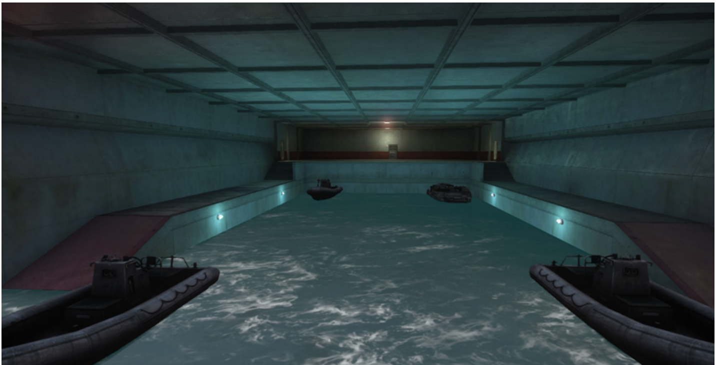
This Rush battle starts off on the east side of the map, at the village, as the US attackers attempt to take control of four separate zones. As in all Rush battles, the attackers have the advantage when it comes to vehicles. But it will take a coordinated effort by the US to knock out all eight M-COM stations. Try to overwhelm the defenders by hitting one objective at a time, simultaneously attacking with tank destroyers and the AMTRAC while using the A-10 and gunship to provide close air support. This is a very large map, and the RU defenders must stay disciplined, focusing on the objectives instead of racing off into the desert in an attempt to hunt down the attackers. Careful deployment (and constant repair) of the tank destroyers and a good SU-25TM pilot can make all the difference for the defenders. But defending engineers are also essential for stopping the onslaught of attacking vehicles. The US team's gunship circling above each zone can also be a game changer. This airborne spawn point and weapons platform is a constant threat to the RU team. So they should look to shoot it down early and often using the SU-25TM or shoulder-fired IGLA missiles. Maintaining air superiority is no easy task for the defenders, but it goes a long way in securing the objectives.

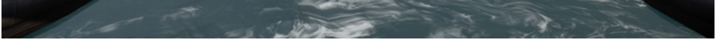
Zone 1: Village



US Deployment



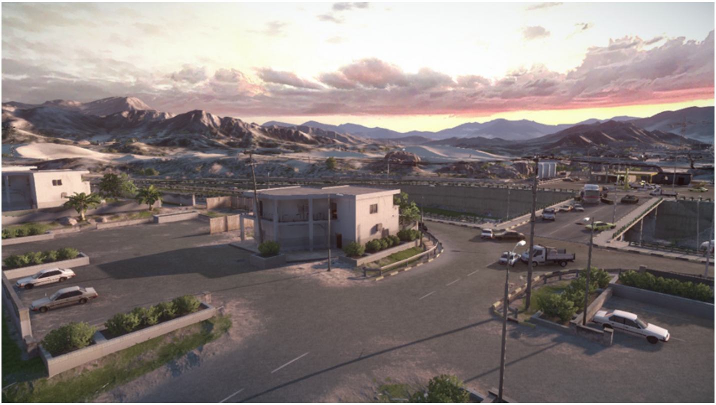


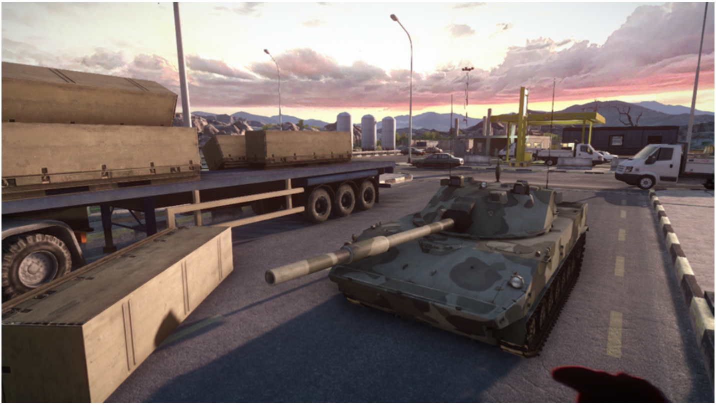


Deployment Area Assets						
Name	M1128	AAV-7A1 AMTRAC	RHIB	A-10 Thunderbolt	Gunship	Centurion C-RAM
Quantity	2	1	3	1	1	1
Respawn Time	5 sec.	60 sec.	10 sec.	40 sec.	120 sec.	—

In the first phase of this Rush battle, the US team's vehicle assets are spread across two distinct deployment areas as they prepare their amphibious invasion. The two M1128 tank destroyers spawn on a hovercraft located on the sandy peninsula east of the village. The rest of the US team's assets spawn at the aircraft carrier, including the A-10 Thunderbolt, a few RHIBs, and the AMTRAC. Simply getting troops near the objective is the first challenge for the US. Use the tank destroyers as troop transports, delivering squads to the outskirts of the village. Air-dropping troops via the gunship is also very effective. Once within the village, recon troops should deploy radio beacons within the buildings, giving squad members spawn points close to the objectives. The AMTRAC is also a worthwhile mobile spawn point. Consider parking it out of sight from the RU team and using it to spawn teammates near the village. The A-10 is primarily a ground attack aircraft, but in this battle its main goal is to shoot down the RU team's SU-25TM. The Centurion C-RAM at the aircraft carrier can lend a hand when it comes to clearing the skies. Man this powerful anti-aircraft gun if the RU team's jet is making frequent strafing runs on the carrier or friendly vehicles leaving the carrier.

RU Deployment

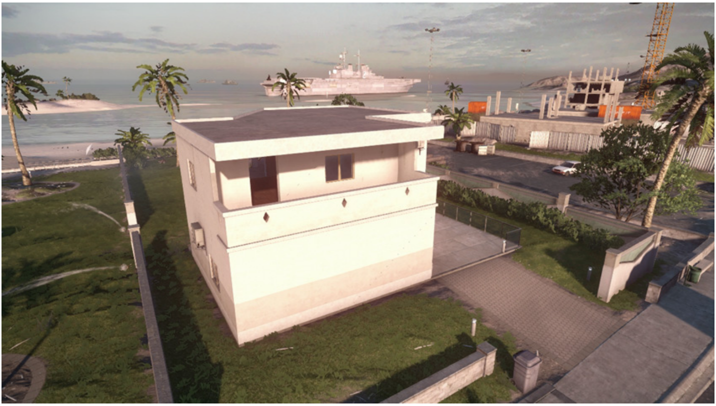


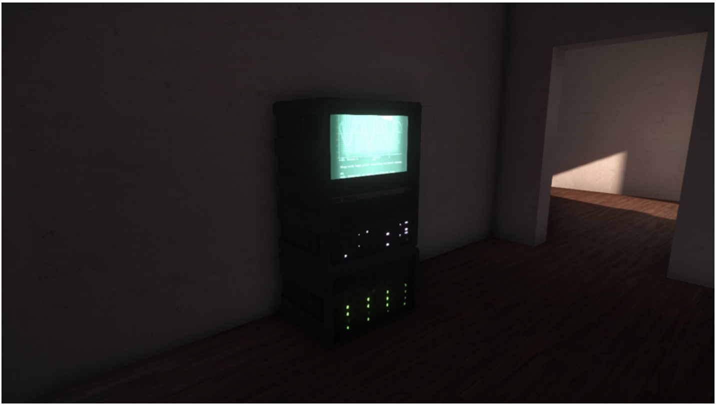


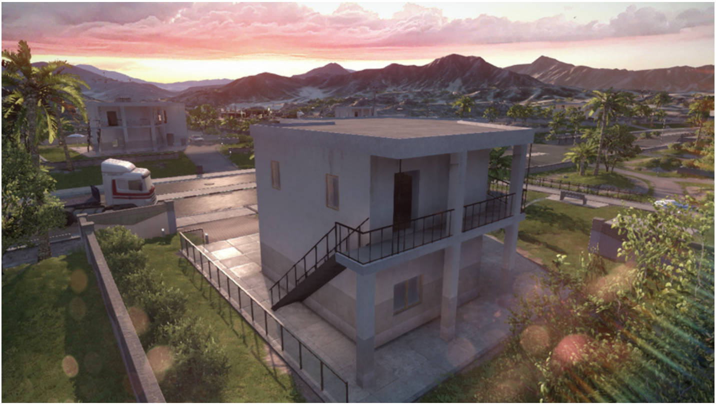
Deployment Area Assets		
Name	**SPRUT-SD**	**SU-25TM Frogfoot**
Quantity	1	1
Respawn Time	40 sec.	40 sec.

The RU team has a good chance of holding out at the village during this battle. But with only a single SPRUT-SD and one SU-25TM Frogfoot at their disposal, it takes a coordinated effort to hold back the onslaught of attacking vehicles. The defending infantry spawn near the village center while the SPRUT-SD spawns on the overpass near the gas station. Use the SPRUT-SD to transport troops near the objective. But instead of facing off against the attackers as they rush onto the beach, keep the SPRUT-SD and the bulk of defending infantry near the objectives. Consolidating forces around the objectives will make breakthrough attacks by the US team much more difficult. Two of the biggest threats come from the US team's A-10 and gunship. The SU-25TM is the RU team's best chance of shooting down these pesky aircraft. Get the SU-25TM into the air as soon as possible and use heat-seeking missiles to pound away at the gunship and A-10. Shooting down these aircraft gives the defenders on the ground a better chance of holding back the attackers. However, be careful not to fly too close to the US aircraft carrier—if manned, the carrier's Centurion C-RAM can rip a jet to shreds.

M-COM Station A

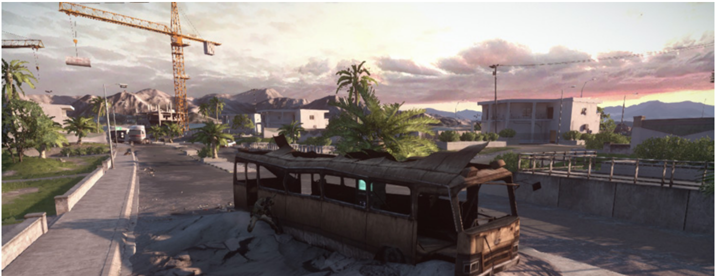


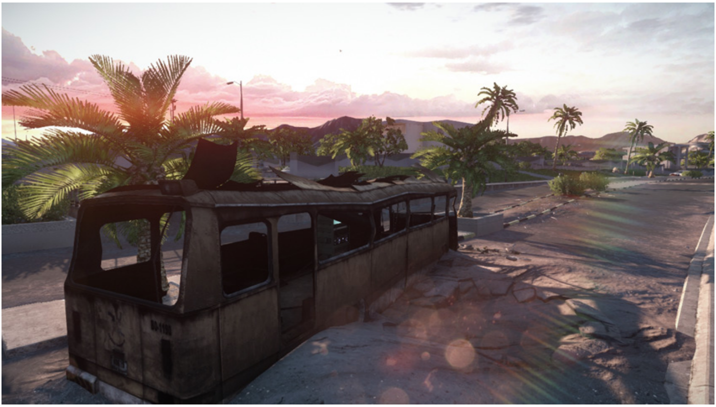




M-COM Station A is on the first floor of a two-story structure on the north side of the construction site's parking lot. This nondescript concrete house is easily accessible from the beach and is likely to be rushed by the US team's M1128 tank destroyers early during the round, often before the RU defenders can establish a perimeter. But if the US team can't reach this location quickly, attackers should prepare for booby traps and close-quarters fighting within the house. Instead of utilizing the building's few ground-floor entry points, consider making one of your own by blowing holes in the perimeter walls with rocket launchers or other explosive weapons. The interior of the house is rather dark, making it the ideal location for laser sight and tactical light attachments. If the RU team hopes to hold onto this objective, they need to move troops here fast using the SPRUT-SD as a transport. This is often the first M-COM station to come under attack, so it pays to be ready for anything.

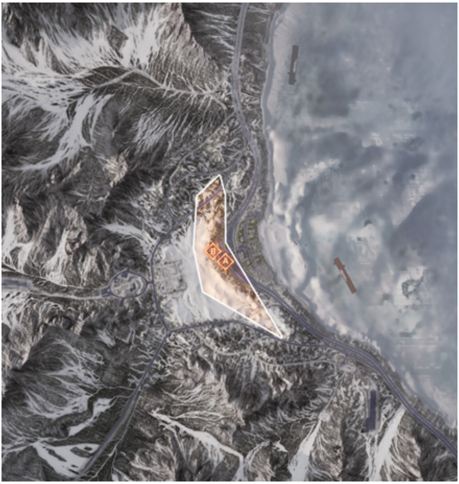
M-COM Station B





The burned-out bus wreck in the middle of the village's main street is the home of this objective. While infantry must enter the bus and manually set a charge on the M-COM station, vehicles play an important role when it comes to securing the area. Using their tank destroyers and/or AMTRAC, the US team should attack this objective aggressively. Use these vehicles to establish a perimeter while infantry rush in and set a charge. Approaching this objective on foot isn't wise, as there are many hiding spots for defenders. Defending troops can keep an eye on the objective from the surrounding buildings and engage any opponents tampering with the M-COM station. The interior of the bus is cramped, making it the perfect spot for claymores. When attacking, always toss a grenade inside the bus to detonate such booby traps. Also, when attempting to set or disarm a charge, always do so while prone. Otherwise the bus's large windows leave you vulnerable to attack.

Zone 2: Gas Station



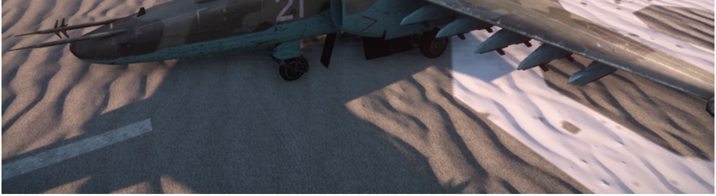
US Deployment

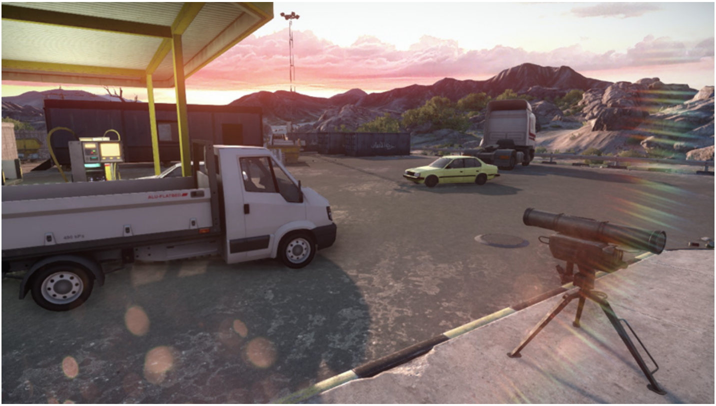
Deployment Area Assets

Name	Quad Bike	M1128	AAV-7A1 AMTRAC	RHIB	A-10 Thunderbolt	Gunship	Centurion C-RAM
Quantity	2	2	1	1	1	1	1
Respawn Time	5 sec.	5 sec.	60 sec.	10 sec.	40 sec.	120 sec.	—

Having knocked out the first pair of M-COM stations, the US team has established a firm foothold within the village. Now the bulk of the US team's assets spawn near the village center, just east of the overpass leading to the gas station. This overpass can become a deadly choke point favoring the RU defenders. So always look for flanking opportunities, even if it means taking the long way around. Quad bikes make such flanking attempts relatively painless—consider attacking the objectives at the gas station from the north or south instead of plowing across the highly contested overpass. While the gunship continues to be a great close air support asset, avoid parachuting down to the gas station because you're likely to be spotted and shot before your boots even touch the ground. Meanwhile, continue using the A-10 Thunderbolt to shoot down the RU team's SU-25TM. When the skies are clear, use the Thunderbolt's powerful cannon to strafe the SPRUT-SD tank destroyers and enemy troops clustered on the overpass.

RU Deployment

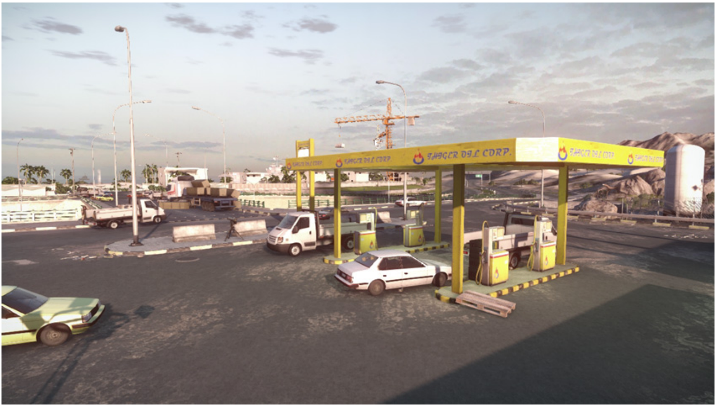




Deployment Area Assets			
Name	**SPRUT-SD**	**SU-25TM Frogfoot**	**9M133 Kornet Launcher**
Quantity	2	1	1
Respawn Time	40 sec.	40 sec.	30 sec.

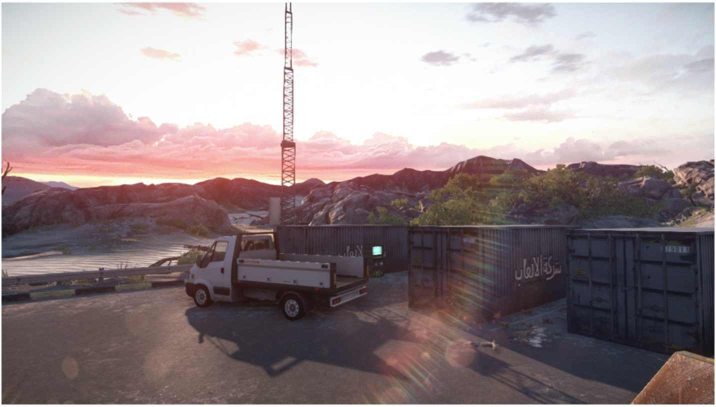
Having been pushed back from the village, the RU team must now prevent the destruction of the two M-COM stations at the gas station. Fortunately, all RU infantry spawn on the west side of the gas station, giving them just enough time to establish a perimeter before the US team comes charging across the overpass to the east. While infantry rush to defensive positions, move the two SPRUT-SD tank destroyers (spawned way back at the artillery base) forward to help secure the overpass. While the bulk of US attackers approach from the overpass, don't rule out the possibility of flanking attacks coming from the north or south—not to mention troops dropping in via parachute from the gunship. Keep at least one squad posted near each objective to deal with these potential surprise attacks. As in the previous phase, keep the SU-25TM airborne as long as possible to contest the US team's gunship and A-10. If the SU-25TM can clear the skies, the defending ground forces have a good chance of holding out for a win by locking down the overpass between the village center and gas station. The Kornet Launcher on the west side of the gas station is ideally positioned for blasting incoming vehicles rushing across the overpass.

M-COM Station A



Situated among the pumps at the gas station, M-COM Station A is most likely to come under attack first during this phase of the battle. Given its nearness to the overpass, this objective is often rushed by US attackers arriving on quad bikes. Of course, the best way to stop such attacks is by blocking off the overpass with mines and the SPRUT-SD tank destroyers. But even if the overpass is cut off, the attackers can flank from the north or south. Consider driving the AMTRAC around to the north side of the gas station, where it can serve as a forward spawn point for the US attackers. The AMTRAC's weapons are also great for providing covering fire while teammates set the charge. Whether attacking or defending, it's a good idea to detonate the gas pumps before getting too close to the objective. If these pumps explode while you're attempting to arm or disarm a charge, you'll find yourself back at the respawn screen.

M-COM Station B



ALU-FLATBED

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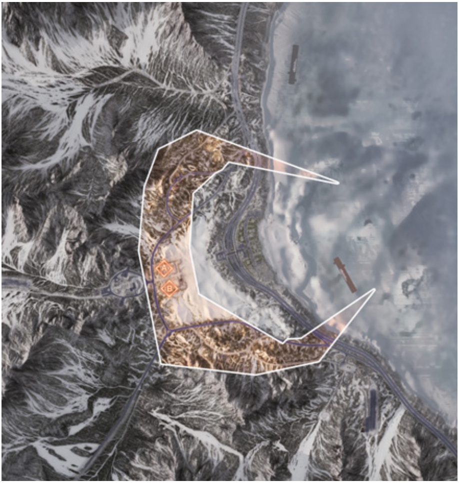
شركة الالعاب

M-COM Station B is on the northwest edge of the gas station, sitting between a pair of gray shipping containers. The RU team has a good chance of securing this objective before the US attackers arrive. When defending, consider planting C4 and claymores in the narrow alley between the two shipping containers. The nearby rocks to the north and east serve as good overwatch positions for defenders tasked with keeping an eye on the objective. In many Rush battles here, most of the heavy fighting occurs near the overpass and M-COM Station A. As a result, this objective is sometimes overlooked by defenders assuming this rear position is secure. This opens the door for the US attackers to approach from the north or south. Use quad bikes to circle around and perform sneaky flanking attacks on this objective. Troops landing via parachute from the gunship can also make a push for this objective, assuming they land a safe distance from the gas station.

Zone 3: Artillery Base



US Deployment

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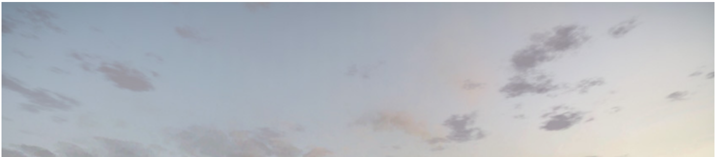


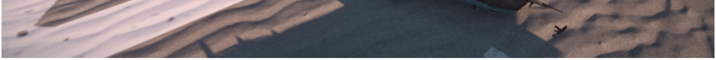
U.S AIR FORCE

Deployment Area Assets

Name	Quad Bike	M1128	AAV-7A1 AMTRAC	RHIB	A-10 Thunderbolt	Gunship	Centurion C-RAM
Quantity	4	2	1	1	1	1	1
Respawn Time	5 sec.	5 sec.	60 sec.	10 sec.	40 sec.	120 sec.	—

Having destroyed the last set of M-COM stations, the US deployment area has been moved inland to the gas station. In this phase of the battle the US team must cross the desert to the west and approach the next pair of objectives at the artillery base. Given the distance and lack of cover, the desert is no place for infantry. Fortunately there are plenty of vehicles provided here to serve as transportation for the US team. Just be sure to give your teammates a ride before racing off into the desert—don't leave your buddies stranded at the gas station. The M1128 tank destroyers are great troop transports, but the quad bikes are faster and more maneuverable, making them ideal for infiltrating the artillery base early on. Sneak into the artillery base from the north or south, then plant radio beacons in one of the many structures within the facility to maintain a forward spawn point for your squad. As usual, use the A-10 to suppress the RU team's SU-25TM while the gunship targets the SPRUT-SD tank destroyers and RU infantry at the artillery base.

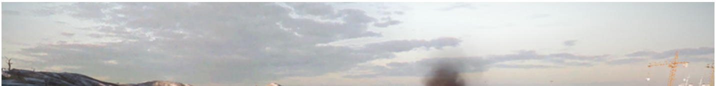
RU Deployment



Deployment Area Assets			
Name	**SPRUT-SD**	**SU-25TM Frogfoot**	**9M133 Kornet Launcher**
Quantity	2	1	1
Respawn Time	40 sec.	40 sec.	30 sec.

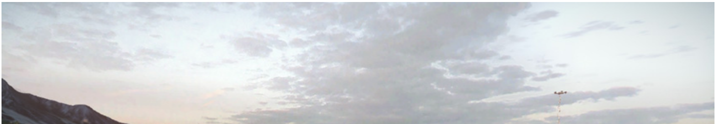
The US advance has pushed the RU team back to the artillery base, where they must defend another set of M-COM stations. The RU team's infantry spawn on the west side of the facility, but the SPRUT-SD tank destroyers spawn far to the west, near the army base. While most players want to spawn close to the action, it's important to bring these tank destroyers forward in an effort to lock down the objectives at the artillery base. Although the artillery base has a perimeter fence, don't count on it keeping the attackers out. So instead of guarding the perimeter of the large sprawling facility, focus defensive efforts around the two objectives. Consider parking a SPRUT-SD close to each objective to serve as a deterrent. Most attacks will come through the artillery base's eastern gate, but watch for flanking attacks from the north or south. Placing mines at these entry points is a great way to slow down attackers. The SU-25TM is still primarily needed to shoot down the US team's aircraft. But the desert to the west presents a good opportunity to strafe incoming vehicles approaching from the gas station. So when you're not maintaining air superiority, target the US team's tank destroyers and AMTRAC as they cross the open desert.

M-COM Station A



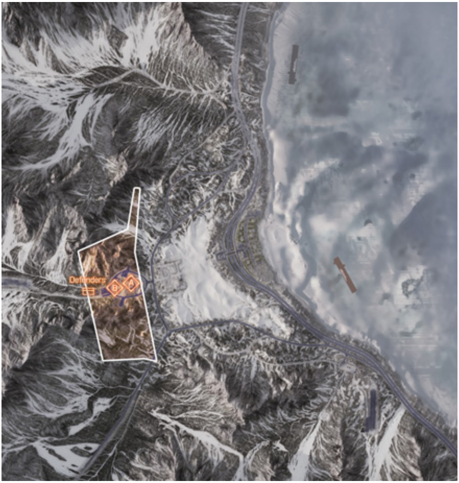
M-COM Station A is inside a portable communication structure on the north side of the artillery base. For the attackers, this objective is easiest to approach from the facility's northern gate. Taking this flanking route often allows the attackers to avoid the high concentration of enemy infantry and vehicles gathered on the artillery base's east side. Both teams can benefit from placing radio beacons nearby in an effort to maintain a spawn point near the objective. The storage building north of the communication structure is an ideal spot to place a radio beacon. The communication structure has only two entry points, on the east and west sides. These entrances and the structure's interior are often booby-trapped with claymores and C4. So before rushing in to set a charge, toss a grenade inside to detonate these nasty traps.

M-COM Station B



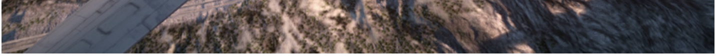
This objective is housed in a gray prefabricated office on the south side of the artillery base. When attacking, make an effort to approach this objective from the facility's southern gate. This is the best way to avoid the heavy fighting likely occurring to the east. This office is one of three gray portable trailers on the south side. Both sides can take advantage of these neighboring trailers when it comes to hiding or planting radio beacons. Given the size of the artillery base and the distance from the deployment areas, both teams should try to maintain a spawn point nearby. The US team's AMTRAC is another option for spawning troops close to the action. By parking the AMTRAC on the south side of the artillery base, US attackers can easily infiltrate the facility and make a move on M-COM Station B. Spotting and predicting attacks is difficult in such a large facility, so the defenders should rely heavily on T-UGS motion sensors and MAVs to help detect the attackers.

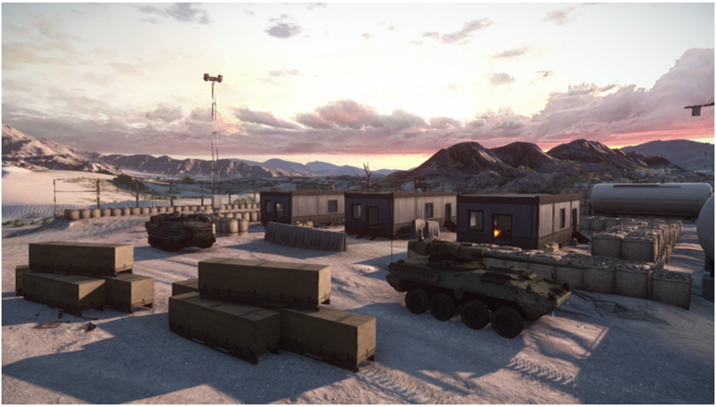
Zone 4: Army Base



US Deployment

USAF
U.S. AIR FORCE



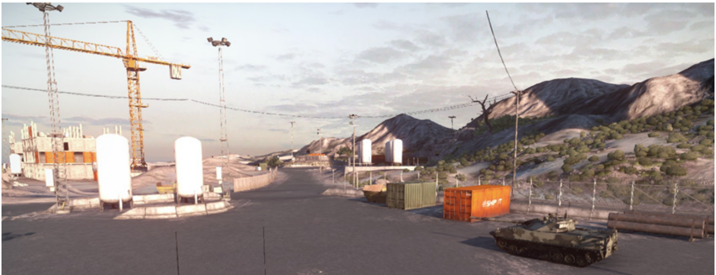


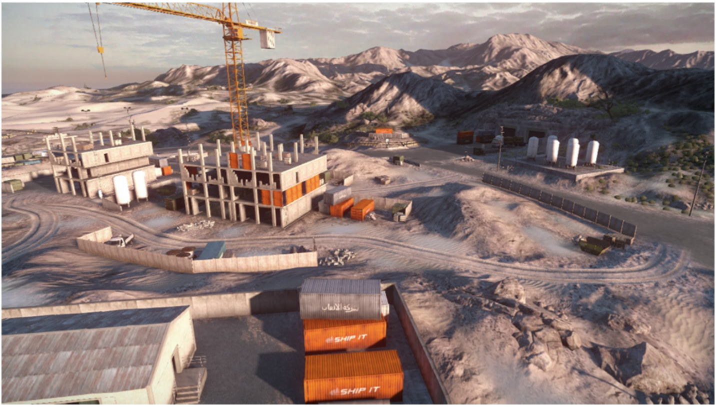
Deployment Area Assets

Name	Quad Bike	M1128	AAV-7A1 AMTRAC	RHIB	A-10 Thunderbolt	Gunship	Centurion C-RAM
Quantity	1	2	1	1	1	1	1
Respawn Time	5 sec.	5 sec.	60 sec.	10 sec.	40 sec.	120 sec.	—

Having secured the objectives at the artillery base, the US team is now poised for the final push against the army base to the west. The bulk of the US team's vehicles now deploy from the artillery base. But this time there is only one quad bike. As a result, the M1128 tank destroyers and AMTRAC play a much larger role in transporting infantry—don't leave the artillery base until you have some passengers. As usual, deploying from the gunship remains risky. If possible, parachute in along the north or south side of the army base and deploy your chute as late as possible to avoid being spotted and hunted down by the RU defenders. Once again, the A-10 Thunderbolt must counter the RU team's SU-25TM in an effort to maintain air superiority. The SU-25TM deploys from the airstrip directly west of the army base. It may be cheap, but strafing the SU-25TM before it can take off is a surefire way to keep the skies clear. Due to the various structures, be careful when strafing targets at the army base. Make sure you have plenty of room to maneuver, and avoid collisions with the crane.

RU Deployment

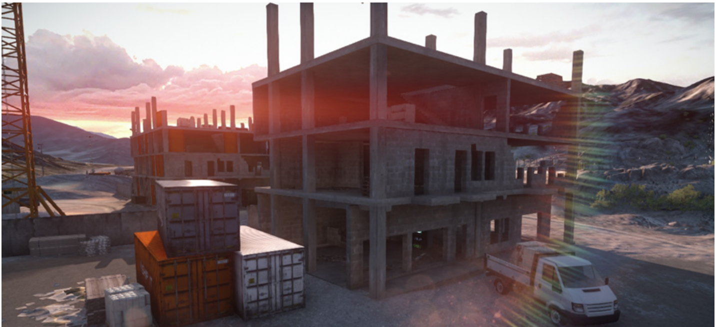


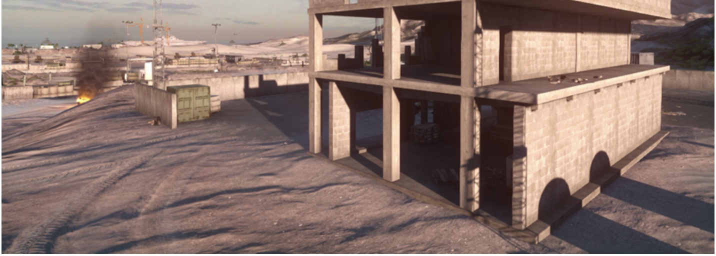


Deployment Area Assets			
Name	**SPRUT-SD**	**SU-25TM Frogfoot**	**9M133 Kornet Launcher**
Quantity	2	1	2
Respawn Time	40 sec.	40 sec.	30 sec.

The army base is the last stand for the RU team, giving them one more chance to hold back the US attackers. Immediately following the destruction of the M-COM stations at the artillery base, fall back to the army base and begin establishing a perimeter around the two final objectives before the US team rushes in from the east. Move infantry into the nearby buildings and rush the SPRUT-SD tank destroyers to the east side of the facility. Consider placing radio beacons within the buildings to maintain a spawn point close to the objectives. While the crane at the army base is a popular sniping perch for the defenders, loading this structure with multiple recon soldiers will do little to stop the invasion. So if the crane is already occupied by a teammate, find another defensive position closer to the objectives. If you do climb the crane, place a SOFLAM at the top so it can be used to laser-designate incoming US vehicles. The SU-25TM spawns dangerously close to the action, deploying from the airstrip to the west. While this area is still off-limits to US troops, attacks by the A-10 are likely. So scan the skies before taking off to avoid being killed on the runway. While vehicles play a role in this final phase, most of the fighting in the army base is conducted by infantry. So stay close to the objectives at all times and be ready to engage opponents at close range.

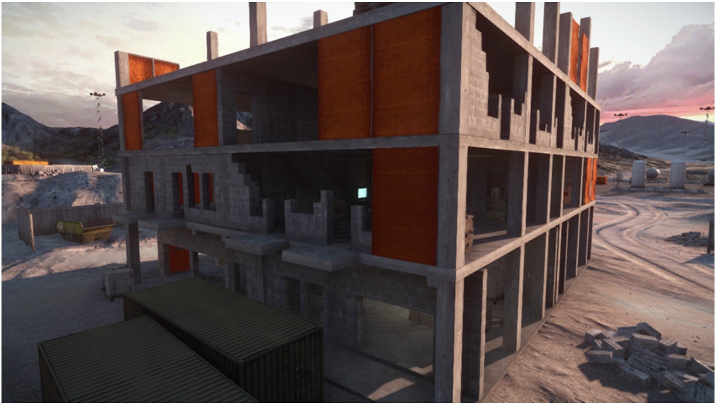
M-COM Station A

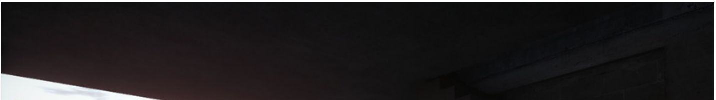


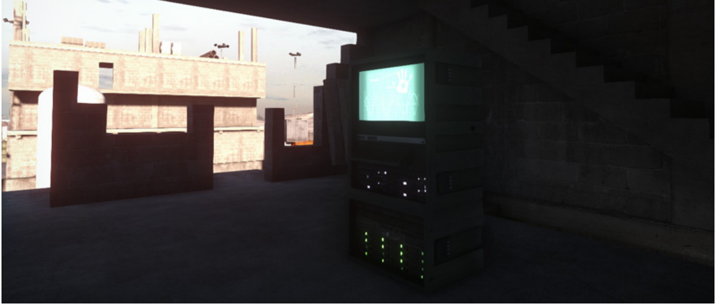


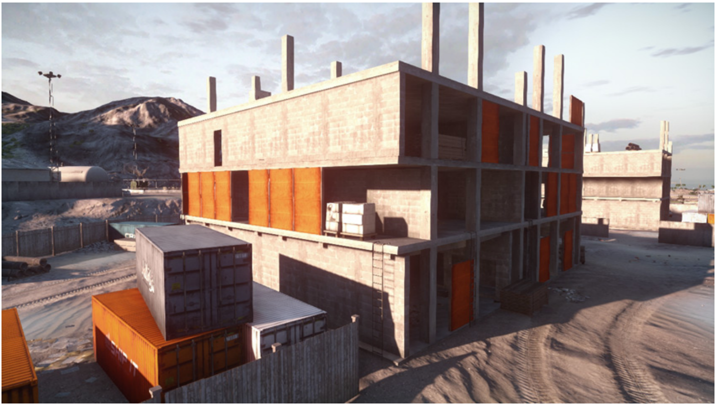
M-COM Station A is on the ground floor of a partially constructed three-story building on the east side of the army base. Given its relatively close proximity to the US deployment area, this objective is likely to come under attack first. As a result, RU defenders must rush this location early during this phase to establish a defensive perimeter. The ground floor is extremely porous, with multiple entry points thanks to the incomplete perimeter walls. So attacks can come from any direction. As a result, defenders should place booby traps around the objective to slow down the attackers. Both teams can benefit from planting radio beacons on the upper levels of this building. Maintaining a spawn point just above the objective is a great way to apply consistent offensive or defensive pressure on this location. The US attackers can gain a little extra support by parking the AMTRAC outside the building and within view of the M-COM station. This allows the vehicle to constantly spawn attackers while covering the objective with its machine gun and grenade launcher.

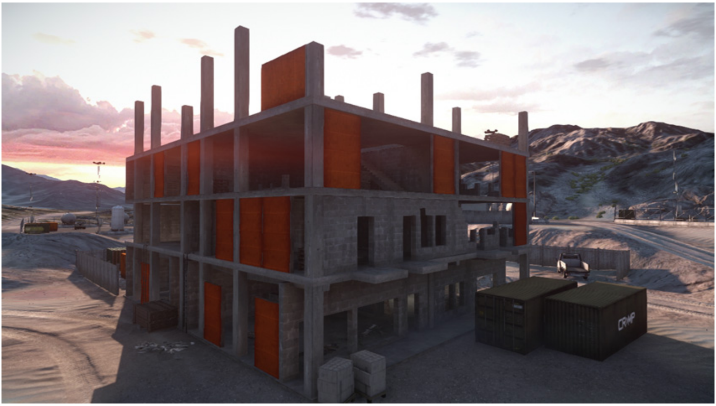
M-COM Station B





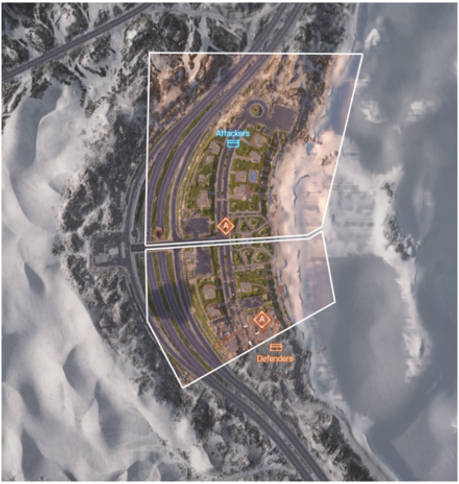






This objective is the RU team's best chance of holding out for an upset. M-COM Station B is on the second floor of the large three-story building on the west side of the army base. If properly defended, this maze-like building can become an absolute death trap for the US attackers. But the size of the structure can also make it incredibly difficult to lock down. While the interior stairways are the most popular route to the second floor, there are also multiple ladders on the perimeter of the building leading up to the second floor. For the attackers, climbing these ladders can be risky, but no more so than the dark stairways, which are often booby-trapped and camped on by defenders. When seeking cover inside the building, steer clear of the orange wooden panels on the perimeter. These panels will shatter under heavy fire, leaving you exposed. Instead, use the cinder-block walls and concrete vertical supports to absorb incoming fire. Fighting on the second floor is almost entirely conducted by infantry. So bring along a solid shotgun or PDW to take down opponents near the objective. Tactical lights and laser sights are also good additions in this dark, close-quarters environment.

Squad Rush



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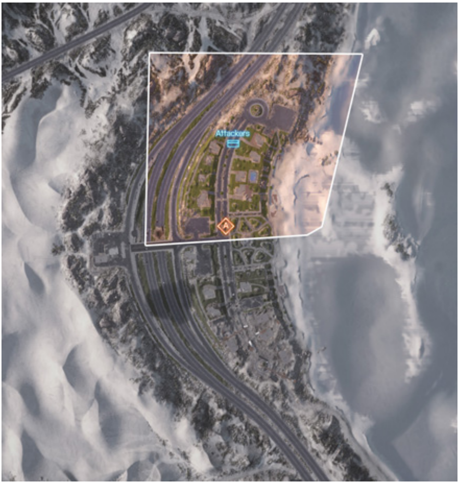
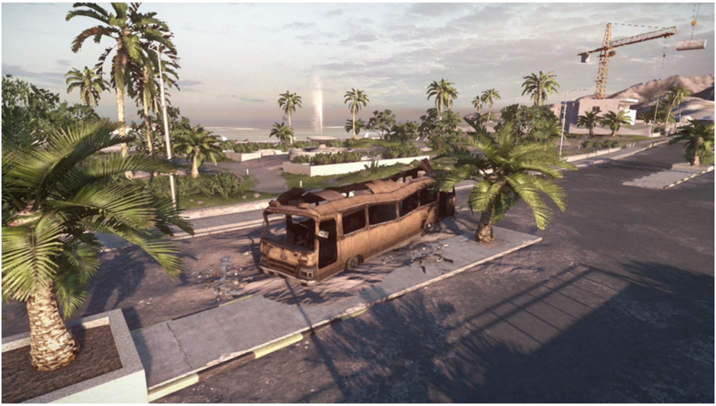
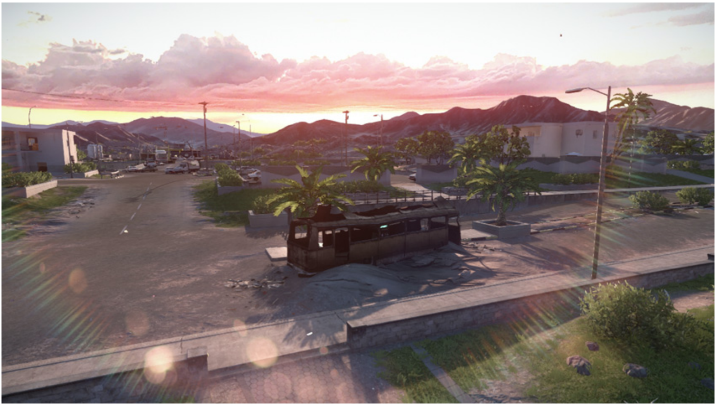
This Squad Rush battle is centered around the village center and construction site, an area ideal for infantry combat. Due to the urban environment, gathering intel on the opposing squad can be tricky. Both squads can take advantage of the buildings in this area, making it difficult to spot opponents when using a MAV. T-UGS motion sensors are still effective for spotting opponents within a limited radius, but these mostly favor the defenders, particularly when placed near each objective. Not knowing where your opponents are can make the fighting here intense, leading to timid advances by the attackers. This makes utilizing cover extremely important. And when cover is sparse, use smoke to conceal your squad's movements. In the first zone, engagements can occur at any range, so consider bringing along assault rifles or carbines for greater versatility. When the fight moves to the construction site, shotguns and PDWs are very effective for firefights within the building where the second objective is located.

Zone 1: Village Center

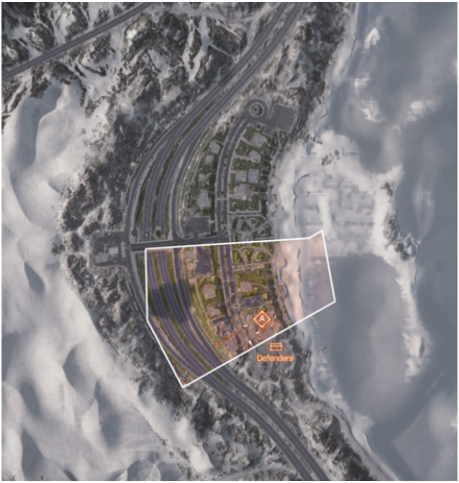


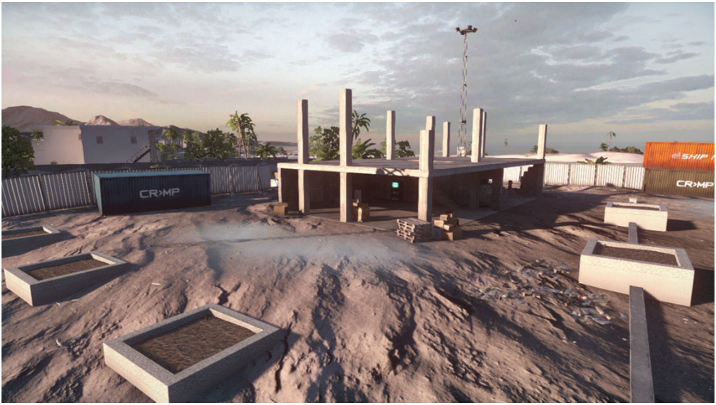




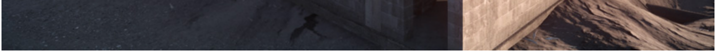
The first M-COM station is inside the burnt-out bus not far from the village center. The bus sits in the middle of the street, offering very little cover or concealment. Instead of conducting a frontal assault along the street from the north, the attacking squad should attempt to flank from the east or west, where they can use the buildings and low walls for cover and concealment. The lack of cover around the bus is equally problematic for the defending squad. While it's a good idea to booby-trap the interior of the bus, hiding in the bus isn't wise. Instead, look for overwatch positions within the nearby buildings that offer good sight lines through the bus's large windows. Whether arming or disarming the charge, always drop prone before interacting with the M-COM station. Opponents positioned on the perimeter can easily hit anyone standing or crouching near the objective. To provide some extra concealment, consider popping smoke on the bus before entry.

Zone 2: Construction Site



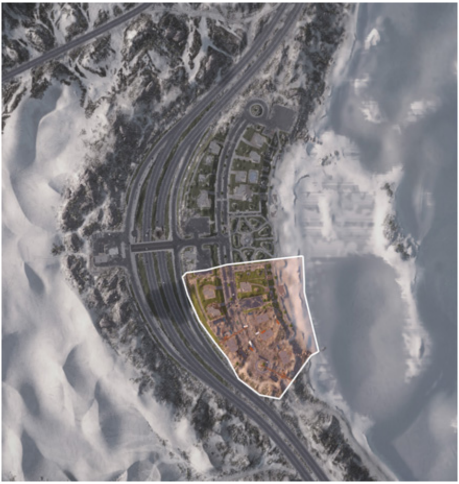


SHIP IT
CRIMP



After the first objective in the bus is destroyed, the fighting moves to the construction site to the south, where the next M-COM station is housed within the first floor of a partially constructed building. This zone offers much cover and concealment for both teams, often leading to close-quarters combat, particularly inside the building. Defenders must fight the urge to climb to the top of the nearby cranes. In the time it takes to climb one of these massive cranes, the attackers can easily plant a charge on the objective. It's best to keep your entire squad close to the objective at all times. It's important for the attackers to also stay close to the objective at all times. Consider taking refuge in the two-story building on the north side of the construction site's parking lot. This is a great place to plant a radio beacon, providing the squad with a spawn point closer to the objective.

Team Deathmatch



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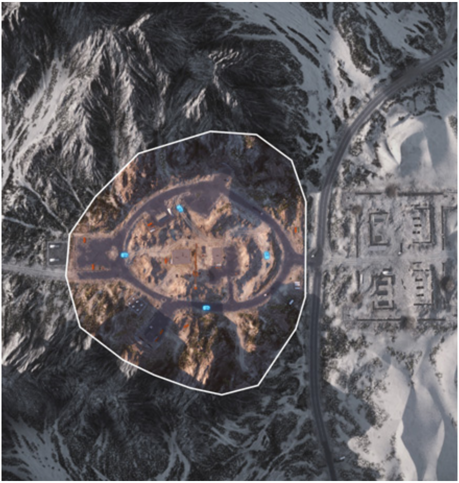
In Team Deathmatch the action is largely focused around the construction site, making this a deadly urban environment ideal for this fast-paced game mode. The many buildings here offer plenty of cover and options for static defenses. If your team is looking for an Alamo, consider one of the partially constructed three-story buildings on the south side of the map. The third floors of these buildings offer excellent sight lines and decent protection. But if you choose to hold out in one of these buildings, make sure someone defends the ladders and stairways. Placing T-UGS motion sensors around your defensive position is a great way to warn your team of potential intruders. While the cranes are attractive sniper perches, you're likely to be picked off while climbing the tall ladders. Instead, look for lower-elevation positions that offer a good view of the street on the north side of the map. If you prefer to stay on the move, always travel in a pack of three to four teammates while using the walls, barriers, and buildings for cover. When possible, move along the perimeter of the map, particularly when operating in the south side of the map. Avoid the center of the construction site at all costs, as it's likely watched by opponents posted in the surrounding buildings. Instead, look for opportunities to target opponents hiding in these buildings—rockets and grenade launchers are ideal for making these players scramble for cover.

Squad Deathmatch



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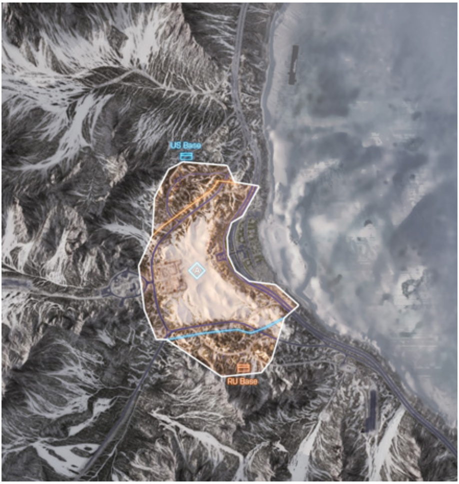
In this game mode the fighting takes place entirely around the army base, giving each squad the opportunity showcase their versatility. In almost every match, the squads usually gravitate toward the two three-story structures in the center of the map. Fighting in these dark buildings is common, so consider bringing along a carbine or PDW equipped with either a tactical light or laser sight. Of the two buildings, the smaller structure on the east side is easier for a squad to control. Consider moving to the second floor of this building and defending all stairways and ladders, preferably with claymores. Gaining a base in the middle of the map is attractive, but it may be very costly to hold if your squad settles on a sedentary game plan. If you prefer to stay on the move, patrol the perimeter of the map while engaging the opposing squads battling in the center. This is a good way to take advantage of the chaos around the two central buildings. Staying outside of the center also gives your squad a better chance of acquiring an IFV—all four IFV spawn points are on the perimeter of the map. If your squad manages to take control of an IFV, stay away from the center of the map. Instead, stay on the perimeter, preferably on the north side. The idea is to keep your distance from the opposing squads while using the IFV's powerful weapons to rack up kills from long range. Even if you keep your distance, the IFV is likely to get the attention of the other squads. So be ready to repair the vehicle as it takes damage. The longer you can maintain control of the IFV, the more likely your squad will come out on top.

Tank Superiority



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Superiority Flag

In this chaotic game mode the flag is located in the middle of the desert, between the artillery base and the gas station. The US team deploys from the mountain village to the north while the RU team deploys from the mountain outpost to the south. As in all Tank Superiority matches both teams have access to two tanks and six tank destroyers at all times. While the desert looks flat from the air, upon closer inspection there are several sand dunes. These dunes limit visibility, particularly along the northern and southern sides of the flag. As a result, hiding your tank or tank destroyer behind a dune is a great way to ambush enemy vehicles making a move for the flag. Sight lines on the east and west sides of the flag are relatively open, allowing for longer range engagements. Hitting moving targets at this range can be difficult, so consider choosing the guided shell option for a little extra targeting assistance. Recon soldiers equipped with SOFLAMs can also assist by laser-designating targets. The artillery base to the west is a good spot for infantry to take cover and participate in the battle, whether designating targets with a SOFLAM or firing Javelins. The rocks on the west side of the gas station also provide decent cover and concealment for infantry. But if you're on foot, avoid the no-man's land around the flag. The flag is best captured and contested by armored vehicles. Once it's captured, vehicles should retreat to the perimeter and defend from a reasonable distance. A carefully coordinated team can even form an impenetrable line of armor on the north or south side of the flag to prevent breakthroughs by the opposing team—but always watch for flanking maneuvers.

Armored Kill Battlefields

Death Valley

Death Valley

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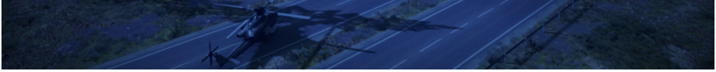
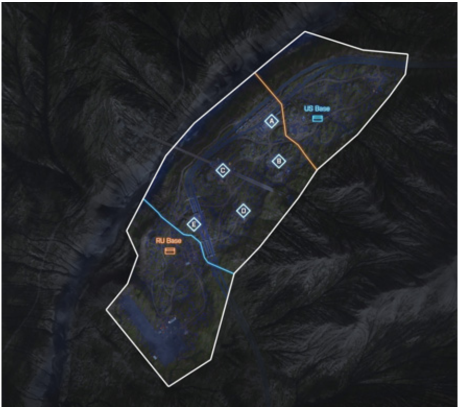
Türkmenistan
Airfield
1.5 km
Exit

CRIMP
CRIMP



Conquest



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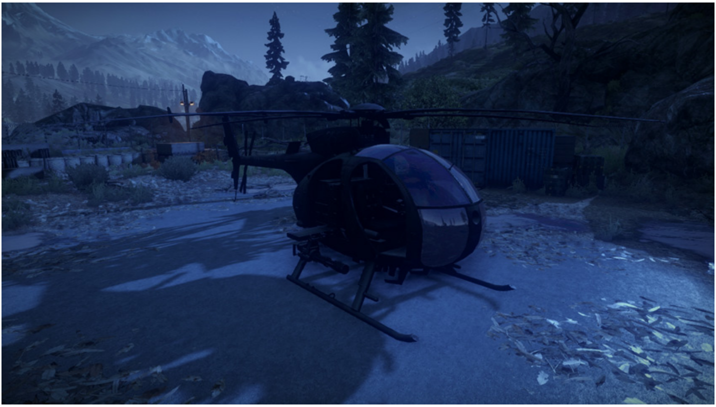
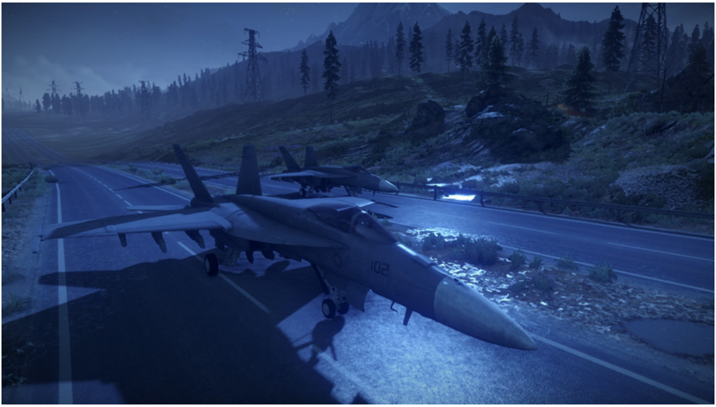
In this nighttime Conquest battle the US and RU teams fight for control of a narrow valley. At the center of the valley is the train yard (C), a key flag that grants either captor access to a powerful gunship. As a result, expect most fighting to occur around the train yard (C). But with five flags up for grabs, both teams need to focus on capturing and defending at least two other flags as well. For the US, approaching from the north, it makes most sense to take the construction site (A) and power station (B) in addition to the train yard (C). This helps the US consolidate their forces on the north end of the valley, where they can better reinforce these flags with vehicles produced at their base. Approaching from the south, the RU team should focus on capturing and defending the anti-air site (D) and highway control (E) in addition to the train yard (C). Holding these three southern points allows for a stronger defense on the south side of the valley. At the bare minimum both sides should try to hold at least three flags throughout the course of the battle. This will initiate a drain on the opposing team's ticket count, greatly increasing the chances of achieving victory.

US Base



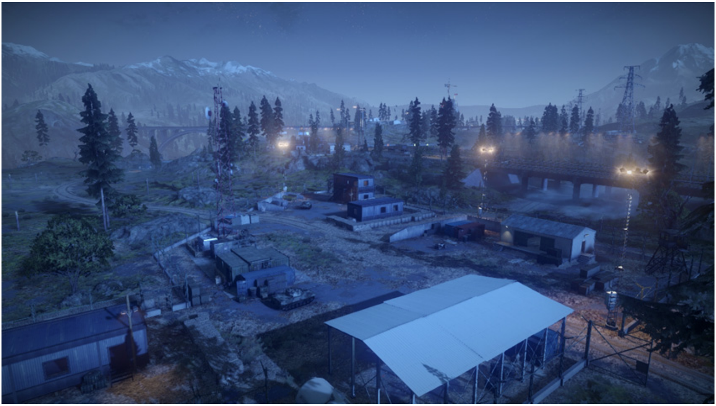


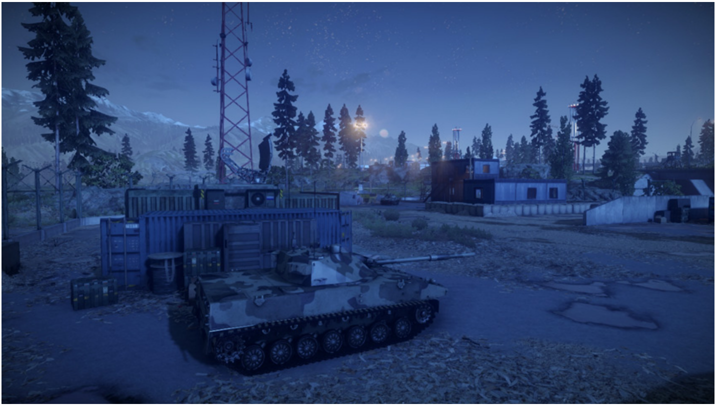
Base Assets

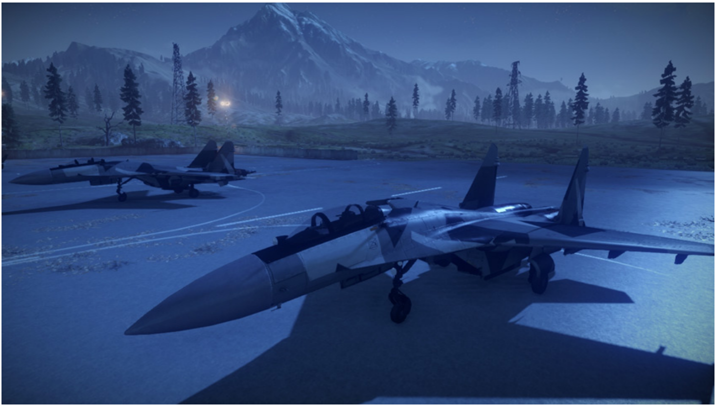
Name	Quad Bike	M1128	AH-6J Little Bird	F/A-18E Super Hornet
Quantity	1	2	1	2
Respawn Time	5 sec.	20 sec.	60 sec.	40 sec.

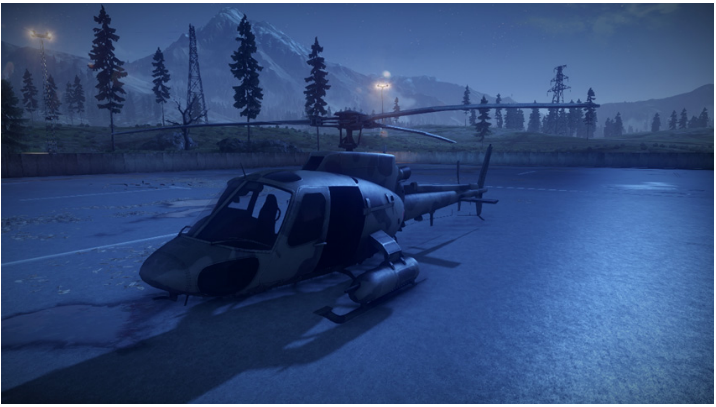
In this small-scale variant of Conquest, the logging camp serves as the US base, giving the US team a firm foothold on the north side of the valley. A quad bike and two M1128 tank destroyers spawn here, ideal for rushing the nearby construction site (A) and power station (B) early during the battle. But as usual, be mindful of your teammates before racing away from the base—pause long enough to offer your comrades a ride. Stranding teammates at the US base will not help your team. If you want to take to the air in the AH-6J Little Bird or one of the F/A-18E Super Hornets, spawn directly into these vehicles from the Spawn screen. These air assets spawn far to the north of the US base, making the Spawn screen the quickest way to jump into a pilot's seat. With no air defenses on the map, the US jets are necessary to counter the RU team's SU-35BMs. While the AH-6J Little Bird is a capable ground-attack helicopter, it's most effective for transporting troops to distant control points. Consider using this chopper to rush the train yard (C) early during the battle.

RU Base







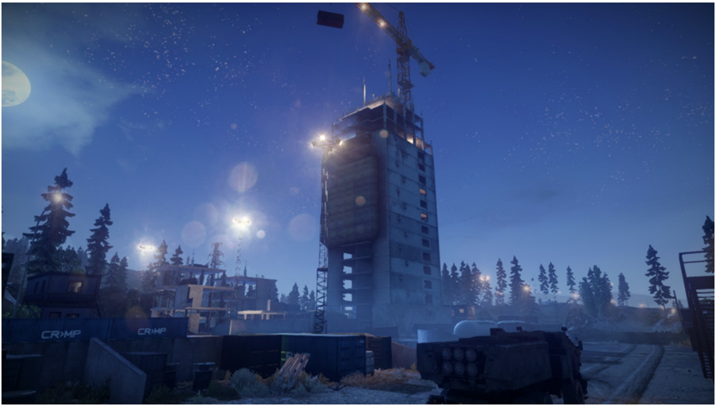


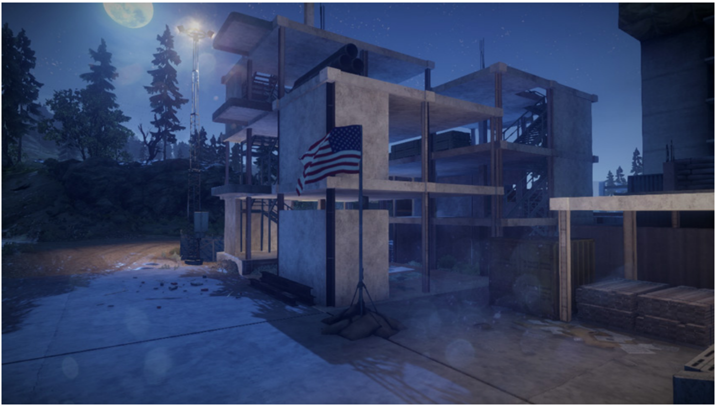
Base Assets

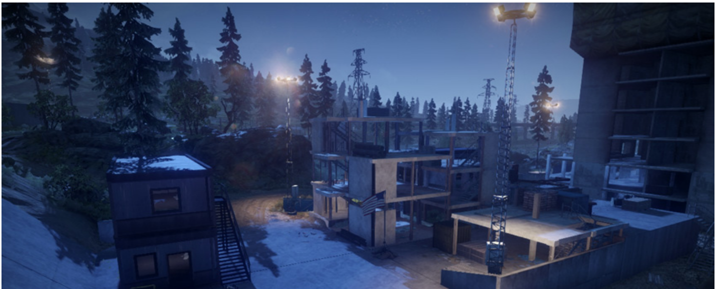
Name	Quad Bike	SPRUT-SD	Z-11W	SU-35BM Flanker-E
Quantity	1	2	1	2
Respawn Time	5 sec.	20 sec.	60 sec.	40 sec.

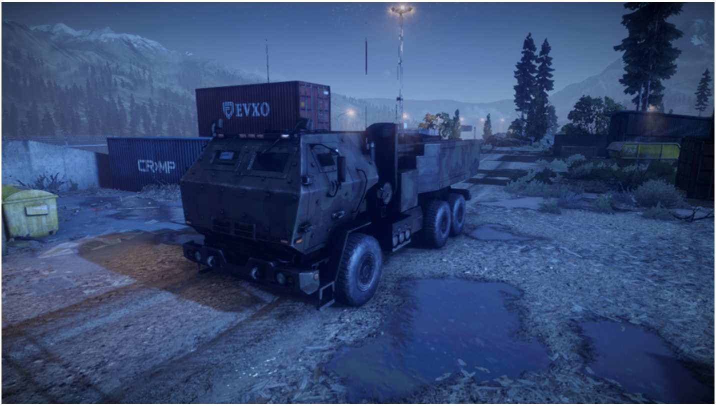
The communication station on the south side of the valley is home to the RU base. Here ground troops can access a quad bike and two SPRUT-SD tank destroyers. These ground vehicles are perfect for capturing the nearby anti-air site (D) and highway control (E) control points. Remember, the tank destroyers can carry several teammates, so don't leave the base until all empty seats are filled. The more teammates you transport into the valley, the easier time you'll have capturing and defending flags. The RU team's air assets spawn at the airfield to the south. Always spawn directly into these vehicles if you want to take flight. Get the SU-35BMs into the air as soon as possible to counter the US team's jets. Once air superiority is established, the SU-35BMs can assist friendly ground forces by strafing US vehicles. The Z-11W is also useful for close air support but is even more effective as a transport helicopter. Use it to stage break-out attacks, helping capture distant US-held control points. The Z-11W is quickest way to secure the train yard (C) during the opening moments of the battle.

A: Construction Site





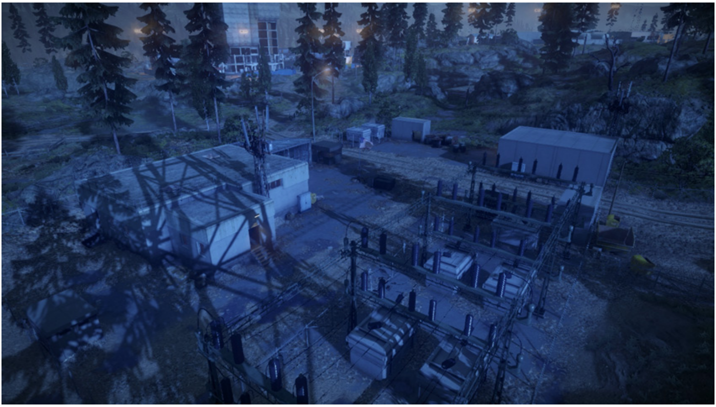




Control Point Assets		
US Control	**RU Control**	**Respawn Time**
Quad Bike (1)	Quad Bike (1)	5 sec.
M142 (1)	BM-23 (1)	60 sec.

This control point is home to the tallest structure on the map, making it easy to spot regardless of where you are. The towering skyscraper on the south side of this control point is a popular sniping perch for recon troops. However, if you want to reach the top, get a ride from a helicopter or parachute down from the gunship—there are no ladders. Planting a SOFLAM on top of this building is a great way to laser-designate enemy targets for your teammates equipped with laser-guided weapons. The flagpole is located at the base of a much smaller three-story structure to the north. The wide capture radius allows troops hiding within the building and among the nearby equipment to capture or contest the flag. In addition to a quad bike, the construction site (A) also spawns a mobile artillery vehicle for both teams. Both the M142 and BM-23 artillery units are valuable additions well-suited for bombarding enemy-held control points during attacks. In the event of an RU capture of the construction site (A), the BM-23's rockets can also be turned north to engage US ground units approaching from the US base. The only other artillery units produced on the map are spawned at the highway control (E) to the south. So holding this control point is important to both teams if they want to exert control over the nearby power station (B) and train yard (C).

B: Power Station



Control Point Assets		
US Control	**RU Control**	**Respawn Time**
M1128 (1)	SPRUT-SD (1)	20 sec.

The power station (B) is on the north side of the valley, not far from the US base and the construction site (A). As the southernmost control point in this northern cluster, it's likely to see heavy traffic by both teams. The flag is near the center of the facility and can easily be captured or contested by vehicles or infantry. Defenders can find plenty of hiding spots among the nearby structures and should prepare for enemy vehicle attacks by placing mines along the dirt road adjacent to the flag. The control point produces a tank destroyer for each team. These vehicles are ideal for raiding the train yard (C), the hotly contested control point to the southwest. But be careful not to leave this control point undefended. Make sure at least one squad stays back and guards the flag. As a central control point, the power station (B) sees plenty of action. Even in a match with 24 players, defenders here will have plenty of enemy encounters to keep them occupied. Engineers armed with mines and rocket launchers are most effective for holding back attackers. The tank destroyer here spawns on the hill to the east—don't let attackers sneak in and steal it.

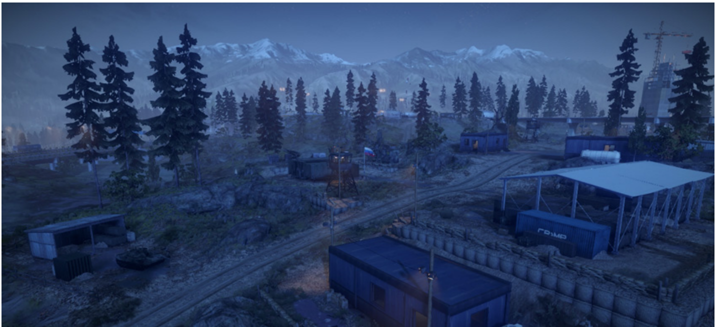
C: Train Yard

Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
Gunship (1)	Gunship (1)	60 sec.

This control point is located directly in the center of the map, making it a crucial location in the tug-of-war fight for control of this valley. The train yard (C) is situated on a slight hill on the west side of the valley. From this hill it's possible to gain access to the railway bridge cutting across the valley from east to west. But think twice before driving a tank destroyer or other vehicle onto this bridge—you'll be a sitting duck for strafing helicopters and jets. In addition to providing each team with an extra quad bike, the control point supplies the captor with access to the gunship orbiting around the map. Gaining access to the gunship can be a game changer given its powerful weapons and ability to air drop troops over any control point on the map. As a result, expect heavy fighting to occur here. The flag is at the center of this sprawling facility and is easily accessed via the adjacent dirt roads. Defenders should expect attackers arriving on anything from quad bikes to tank destroyers. Infantry often attempt to capture or contest the flag by hiding within the nearby concrete building. So be ready to conduct a thorough search of the surrounding structures if you suspect enemy troops are present. If necessary, reinforce the train yard (C) with tank destroyers. Infantry alone will have a difficult time holding this position for any significant span of time.

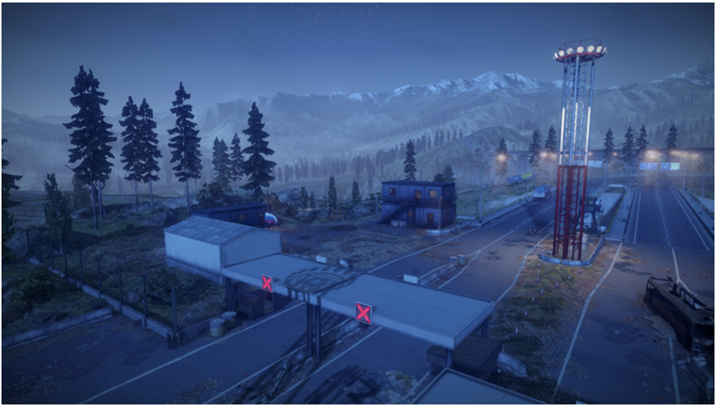
D: Anti-Air Site

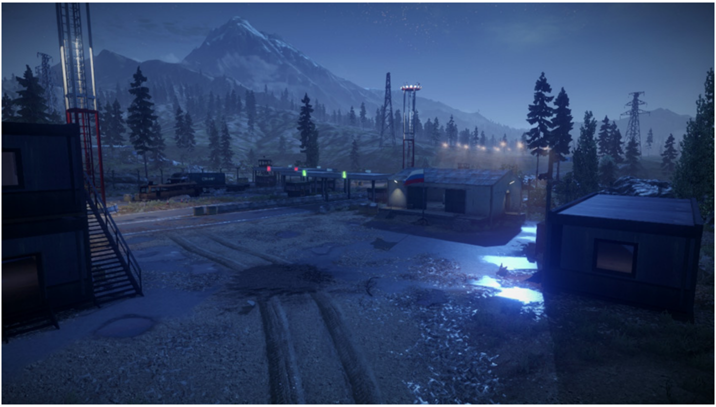


Control Point Assets		
US Control	**RU Control**	**Respawn Time**
M1128 (1)	SPRUT-SD (1)	20 sec.

Don't let the name of this control point fool you—there are no interactive anti-aircraft assets here. The missile batteries here are merely aesthetic. This control point on the south side of the valley supplies each team with a tank destroyer. The anti-air site's (D) close proximity to the train yard (C) makes it a relatively high-traffic area as both teams attempt to control the flags in the center of the map. While the RU team stands the best chance of capturing this control point early, if left undefended it can easily slip into the US team's hands. The dirt road cutting through the center of the facility offers easy access to vehicles approaching from the north or south. Controlling traffic along this dirt road is easiest accomplished by placing mines. Unless it's needed elsewhere, keeping a tank destroyer on guard detail is also a wise decision. The flag is next to a green, metal communication structure. Infantry hiding inside this structure can capture and contest the flag. Defenders may wish to booby-trap the interior of this structure with C4 or claymores to prevent such sneaky capture attempts.

E: Highway Control

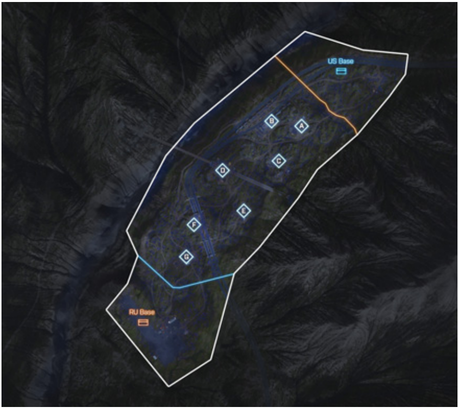




Control Point Assets		
US Control	**RU Control**	**Respawn Time**
Quad Bike (1)	Quad Bike (1)	5 sec.
M142 (1)	BM-23 (1)	60 sec.

Highway control (E) is one of two control points located in the southern half of the valley, making it a critical flag for the RU team to hold. The flag is along the west side of the highway, next to a small concrete building. Due to its proximity to the highway, the flag is often rushed by vehicles approaching from the north or southeast. The highway is a major thoroughfare stretching as far north as the US base before veering east in the southern half of the valley. While the highway offers a quick way to travel through the valley, there is very little cover, making vehicles vulnerable to attacks by aircraft. It's often better to approach this control point by utilizing the various dirt roads on the periphery. As with the construction site (A) to the north, whichever team controls this flag gains a mobile artillery vehicle in the form of a BM-23 or M142. The mobile artillery units spawned here allow for devastating bombardments of the surrounding control points, ideal for suppressing defenders. If the US captures this point, they can even aim their rockets south and pound RU vehicles approaching from the RU base.

Conquest 64



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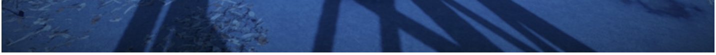
To secure a victory in this elongated valley, both teams need to take a disciplined approach when it comes to defending and allocating resources. There are seven flags up for grabs, grouped in three separate zones. On the north side of the valley the logging camp (A), construction site (B), and power station (C) form a tight cluster of control points well within the US team's sphere of influence given their proximity to the US base. In the southern half of the valley, the RU team often exerts control over the anti-air site (E), highway control (F), and communication station (G) control points. That leaves the train yard (D) in a sort of no-man's land in the center of the map. In close matches, the train yard (D) ends up being the fulcrum on which the balance of power tilts as both teams seek a four-flag majority. Adding more incentive, whichever team controls the train yard (D) also gains access to a gunship, giving the controlling team even more firepower and airborne deployment options. So instead of spreading forces thin throughout the map, each team should try to control their respective side of the valley (north or south) as well as the train yard (D) in the center. With four flags in your team's possession, the enemy ticket count will begin to drain. Hold tight at four control points until your team has at least a 100 ticket advantage before attempting to capture any more flags.

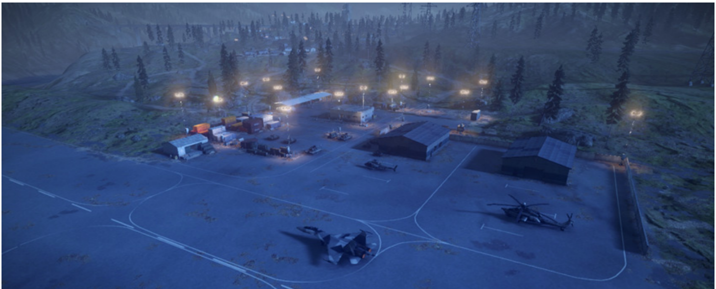
US Base



Base Assets						
Name	**Growler ITV**	**M1128**	**M1 Abrams**	**AH-6J Little Bird**	**AH-1Z Viper**	**F/A-18E Super Hornet**
Quantity	2	3	2	1	1	2
Respawn Time	20 sec.	40 sec.	60 sec.	60 sec.	60 sec.	40 sec.

The US team deploys from their base on the north edge of the valley. The distance between the US base and the nearest control points is significant, so don't try to hike in on foot. Instead, drive or hitch a ride on one of the many vehicles provided at this base. Securing control points at the start of the match is crucial. The fastest ground vehicles provided are the Growler ITVs and the M1128 tank destroyers. These vehicles are well suited for capturing the nearby logging camp (A), construction site (B), and power station (C). Meanwhile, use the AH-6J Little Bird to transport a squad to the train yard (D) near the center of the map. The primary role of the F/A-18E Super Hornets is to provide air superiority, protecting friendly ground units from attacks by the RU team's jets and helicopters. The US jets must also protect assets spawning at the base. The US helicopters can also assist in shooting down enemy aircraft but are better suited for close air support, knocking out enemy tanks and tank destroyers.

RU Base

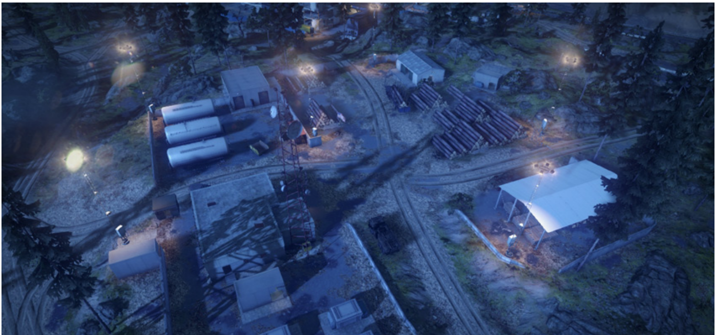


Base Assets

Name	VDV Buggy	SPRUT-SD	T-90A	Z-11W	Mi-28 Havoc	SU-35BM Flanker-E
Quantity	2	3	2	1	1	2
Respawn Time	20 sec.	40 sec.	60 sec.	60 sec.	60 sec.	40 sec.

The RU team starts the battle from their base on the south side of the valley. When spawning here always look for a vehicle before moving out. Likewise, when driving or piloting a vehicle, wait a few extra seconds before taking off so your teammates have a chance to climb aboard. Transporting troops to the map's center is a crucial part of securing the central control points. Early on, use the VDV Buggies and the SPRUT-SD tank destroyers to capture the communication station (G), highway control (F), and anti-air site (E). The Z-11W is ideal for moving troops to the more distant control points, like the train yard (D). The US team's aircraft pose a constant threat to ground units both at the RU team's base and at control points. So get the SU-35BMs in the air as fast as possible in an effort to counter attacks by the US jets and helicopters. The Z-11W and Mi-28 can be fitted with anti-air missiles as well, helping achieve air superiority. But these helicopters are also effective air-to-ground weapons platforms. Talented RU helicopter pilots can dish out some heavy damage to the wide variety of US vehicles scattered across the map—guided missiles are very effective.

A: Logging Camp



Control Point Assets		
US Control	**RU Control**	**Respawn Time**
Quad Bike (1)	Quad Bike (1)	5 sec.
M1128 (1)	SPRUT-SD (1)	60 sec.
M142 (1)	BM-23 (1)	50 sec.

The logging camp (A) is the northernmost control point, putting it well within the US team's sphere of influence. Because of its proximity to the US base, the logging camp (A) is likely to remain under US control for most of the match. But the vehicles spawned here also benefit the RU team. The control point produces a quad bike, tank destroyer, and mobile artillery unit for each team. Both the M142 and BM-23 artillery units are valuable additions well-suited for bombarding enemy-held control points during attacks. In the event of an RU capture of the logging camp (A), the BM-23's rockets can also be turned north to engage US ground units approaching from the US base. The only other artillery units produced on the map are spawned at the communication station (G) to the south. So holding this control point is important to both teams if they want to exert control over the nearby construction site (B) and power station (C). The flag here is located in the middle of the facility and can be easily accessed via the adjacent dirt roads—defenders should consider mining the area around the flag. If you're not in an armored vehicle and attempting to convert or contest this flag, look for cover among the stacks of logs within the flag's capture radius. This is a large facility with many hiding spots for defenders, so keep your head on a swivel.

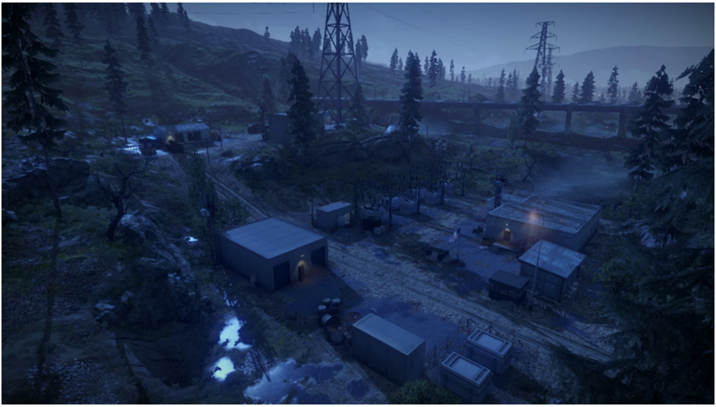
B: Construction Site

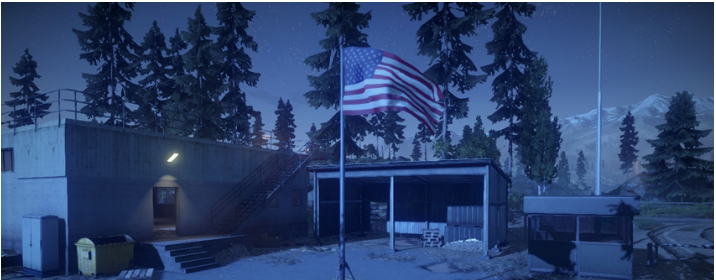
Control Point Assets

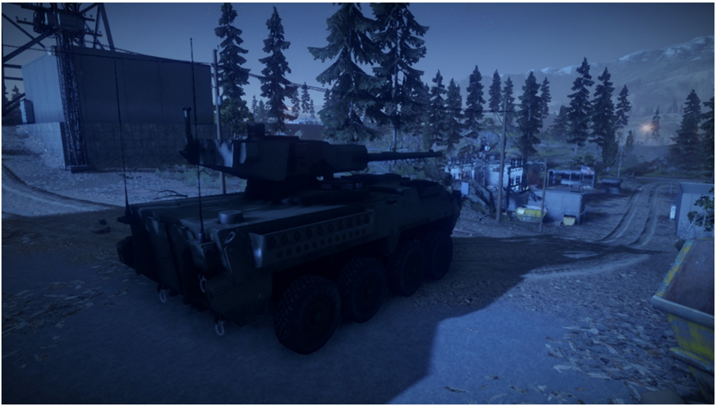
US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
LAV-AD (1)	9K22 Tunguska-M (1)	40 sec.

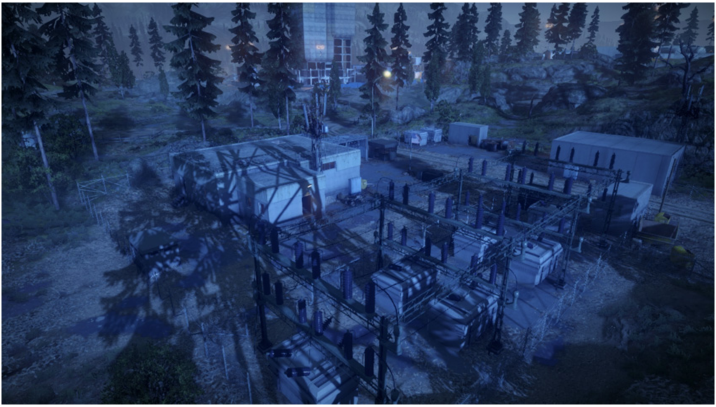
This control point is home to the tallest structure on the map, making it easy to spot regardless of where you are. The towering skyscraper on the south side of this control point is a popular sniping perch for recon troops. However, if you want to reach the top, get a ride from a helicopter or parachute down from the gunship—there are no ladders. Planting a SOFLAM on top of this building is a great way to laser-designate enemy targets for your teammates equipped with laser-guided weapons. The flagpole is located at the base of a much smaller three-story structure to the north. The wide capture radius allows troops hiding within the building and among the nearby equipment to capture or contest the flag. In addition to a quad bike, the construction site (B) also spawns a mobile anti-aircraft vehicle for both teams. Given the high air traffic streaking over this map, the addition of an LAV-AD or 9K22 Tunguska-M is a welcome sight. Consider driving this vehicle to a remote part of the map (preferably to the north) where it's less likely to come in direct contact with enemy tanks and tank destroyers. The only other mobile anti-aircraft units are produced by the highway control (F) to the south.

C: Power Station





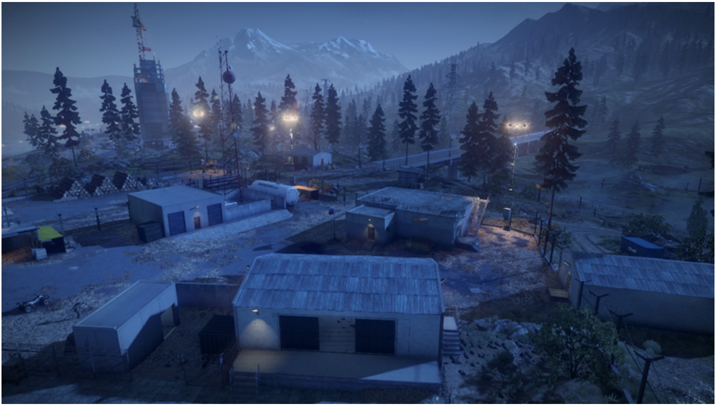


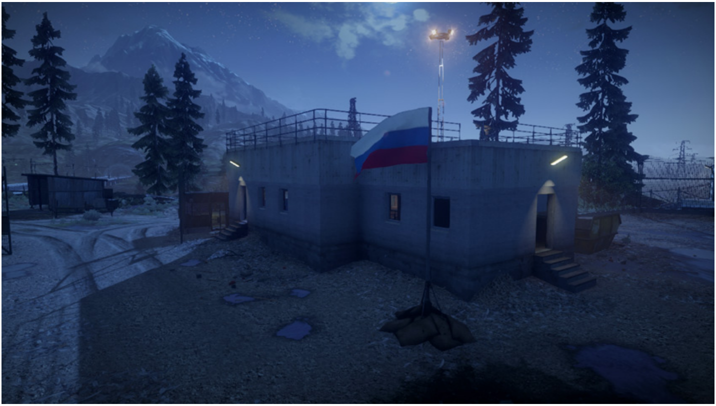


Control Point Assets		
US Control	**RU Control**	**Respawn Time**
Quad Bike (1)	Quad Bike (1)	5 sec.
M1128 (1)	SPRUT-SD (1)	60 sec.

The power station (C) is on the north side of the valley, not far from the logging camp (A) and construction site (B). As the southernmost control point in this northern cluster, it's likely to see heavy traffic by both teams. The flag is located near the center of the facility and can easily be captured or contested by vehicles or infantry. Defenders can find plenty of hiding spots among the nearby structures and should prepare for enemy vehicle attacks by placing mines along the dirt road adjacent to the flag. The control point produces a quad bike and tank destroyer for each team. These vehicles are ideal for raiding the train yard (D), the hotly contested control point to the southwest. But be careful not to leave this control point undefended. Make sure at least one squad stays back and guards the flag. As a central control point, the power station (C) sees plenty of action. In a match with 64 players, defenders here will have plenty of enemy encounters to keep them occupied. Engineers armed with mines and rocket launchers are most effective for holding back attackers. The tank destroyer here spawns on the hill to the east—don't let attackers sneak in and steal it.

D: Train Yard

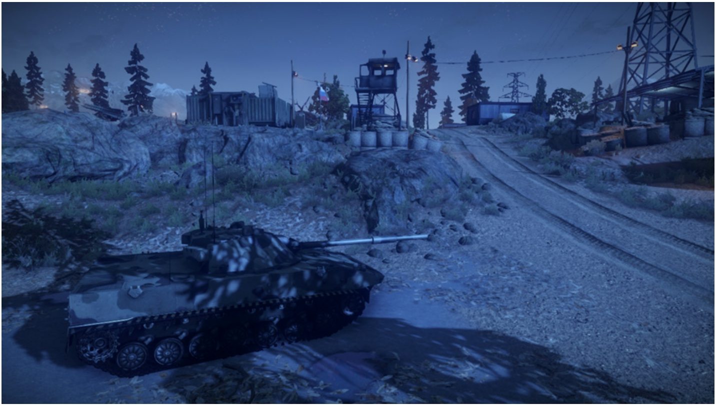




Control Point Assets		
US Control	**RU Control**	**Respawn Time**
Quad Bike (1)	Quad Bike (1)	5 sec.
Gunship (1)	Gunship (1)	60 sec.

This control point is located directly in the center of the map, making it a crucial location in the tug-of-war fight for control of this valley. The train yard (D) is situated on a slight hill on the west side of the valley. From this hill it's possible to gain access to the railway bridge cutting across the valley from east to west. But think twice before driving a tank or other vehicle onto this bridge—you'll be a sitting duck for strafing helicopters and jets. In addition to providing each team with an extra quad bike, the control point supplies the captor with access to the gunship orbiting around the map. Gaining access to the gunship can be a game changer given its powerful weapons and ability to air-drop troops over any control point on the map. As a result, expect heavy fighting to occur here. The flag is at the center of this sprawling facility and is easily accessed via the adjacent dirt roads. Defenders should expect attackers arriving on anything from quad bikes to tanks. Infantry often attempt to capture or contest the flag by hiding within the nearby concrete building. So be ready to conduct a thorough search of the surrounding structures if you suspect enemy troops are present. If necessary, reinforce the train yard (D) with tank destroyers or tanks. Infantry alone will have a difficult time holding this position for any significant span of time.

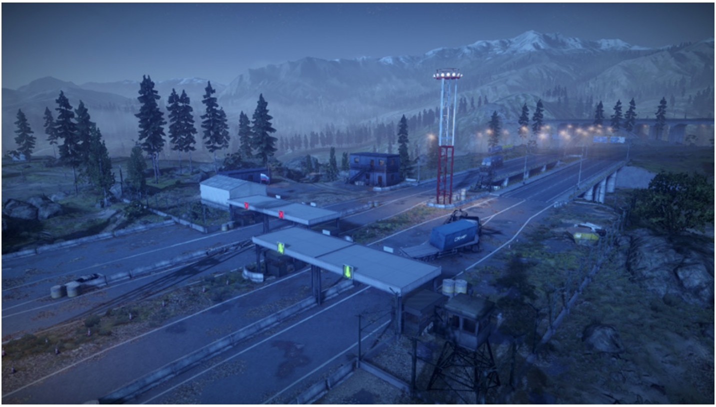
E: Anti-Air Site



Control Point Assets		
US Control	**RU Control**	**Respawn Time**
Quad Bike (1)	Quad Bike (1)	5 sec.
M1128 (1)	SPRUT-SD (1)	60 sec.

Don't let the name of this control point fool you—there are no interactive anti-aircraft assets here. The missile batteries here are merely aesthetic. This control point on the south side of the valley supplies each team with a quad bike and a tank destroyer. The anti-air site's (E) proximity to the train yard (D) makes it a relatively high-traffic area as both teams attempt to control the flags in the center of the map. While the RU team stands the best chance of capturing this control point early, if left undefended it can easily slip into the US team's hands. The dirt road cutting through the center of the facility offers easy access to vehicles approaching from the north or south. Controlling traffic along this dirt road is easiest accomplished by placing mines. Unless it's needed elsewhere, keeping a tank destroyer on guard detail is also a wise decision. The flag is located next to a green, metal communication structure. Infantry hiding inside this structure can capture and contest the flag. Defenders may wish to booby-trap the interior of this structure with C4 or claymores to prevent such sneaky capture attempts.

F: Highway Control

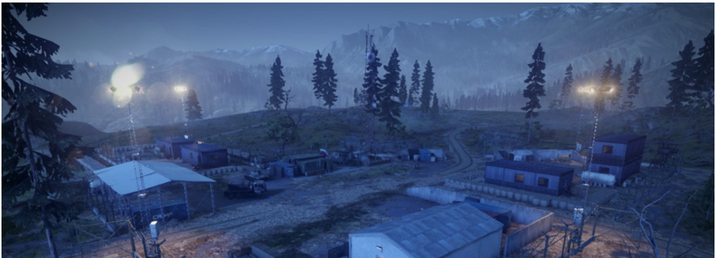


Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
LAV-AD (1)	9K22 Tunguska-M (1)	40 sec.

Highway control (F) is one of three control points located in the southern half of the valley, making it a critical flag for the RU team to hold. The flag is along the west side of the highway, next to a small concrete building. Because of its proximity to the highway, the flag is often rushed by vehicles approaching from the north or southeast. The highway is a major thoroughfare stretching as far north as the US base before veering east in the southern half of the valley. While the highway offers a quick way to travel through the valley, there is very little cover, making vehicles vulnerable to attacks by aircraft. It's often better to approach this control point by utilizing the various dirt roads on the periphery. As with the construction site (B) to the north, whichever team controls this flag gains a mobile anti-aircraft vehicle in the form of an LAV-AD or 9K22 Tunguska-M. With all of the air traffic on this map, these vehicles are very valuable and can help shoot down enemy jets and helicopters. In a pinch, they're powerful weapons can also lay waste to speedy quad bikes. But avoid close contact with enemy tanks and tank destroyers. Consider moving the mobile anti-aircraft vehicle to a remote location away from the flags, where it can focus on shooting down enemy aircraft.

G: Communication Station

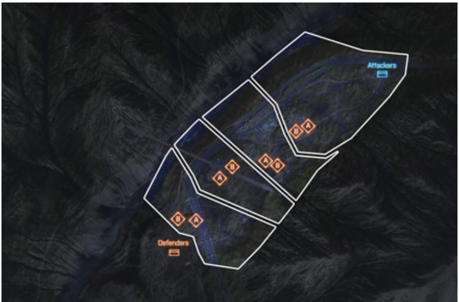


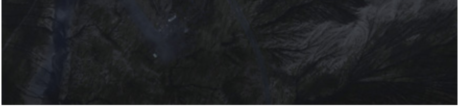
Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
M1128 (1)	SPRUT-SD (1)	60 sec.
M142 (1)	BM-23 (1)	50 sec.

The communication station (G) is on the southern end of the valley, not far from the RU base. As a result, the RU team stands the best chance of capturing this control point and holding onto it for the duration of the match. However, the vehicles spawned here act as a strong incentive for both teams to capture this flag. The M142 and BM-23 mobile artillery units spawned here allow for devastating bombardments of the surrounding control points, ideal for suppressing defenders. If the US captures this point, they can even aim their rockets south and pound RU vehicles approaching from the RU Base. The control point also spawns a tank destroyer for both teams, adding even more firepower to the already crowded battlefield. The dirt road cutting through the center of the facility is the quickest way to gain access to the flag. So defenders should consider mining this road to prevent rush vehicle attacks on the flag. Infantry can also capture this flag without raising much suspicion. The portable communications structure right next to the flagpole provides shelter for troops capturing or contesting the flag. The are a number of other structures and hiding spots in this facility. Consider planting a radio beacon in one of the buildings to maintain a presence here, even if the flag falls into enemy hands.

Rush





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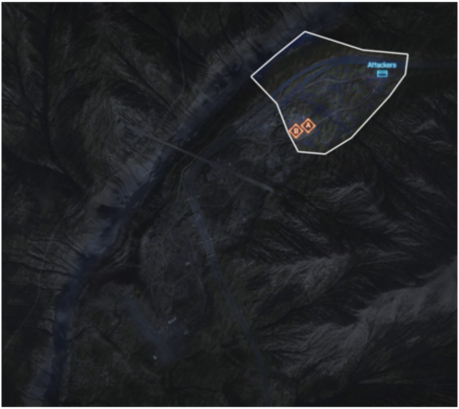
This is an epic Rush battle spread across five zones, requiring the US attackers to knock out 10 M-COM stations for the win. Fortunately for the US, they have a significant vehicle advantage throughout the battle, deploying a mix of quad bikes and M1128 tank destroyers in addition to the orbiting gunship. The RU team, on the other hand, is stuck with only one SPRUT-SD tank destroyer throughout the entire battle. As a result, the RU team must brush up on engineer tactics if they want to hold back the US attackers. A defending team primarily comprising engineers can help turn the tide, using mines, rocket launchers, and anti-air missiles to counter the threat posed by the US team's vehicles. Since the battle occurs at night, consider equipping IRNV (IR 1x) scopes for your weapons and thermal optics for your tank destroyers. Whether attacking or defending, spotting the enemy through the darkness can give your team a significant advantage.

Zone 1: Logging Camp



US Deployment

Deployment Area Assets			
Name	**Quad Bike**	**M1128**	**Gunship**
Quantity	4	2	1
Respawn Time	5 sec.	20 sec.	120 sec.

For the US team, speed is the key to destroying the first pair of objectives, located south of the US deployment area. Fortunately, the US has plenty of options for reaching the target area. Parachuting out of the gunship is the quickest way to reach the M-COM stations before the RU team has a chance to dig in. The quad bikes spawned at the deployment area are also a great way to rush toward the objectives. But don't forget to bring the M1128 tank destroyers forward too. Their powerful guns can come in handy for pounding defenders as well as the RU team's SPRUT-SD. Meanwhile, use the gunship's powerful weapons to suppress defenders camped around the objectives. Once within the logging camp, deploy radio beacons to maintain a presence within the area.

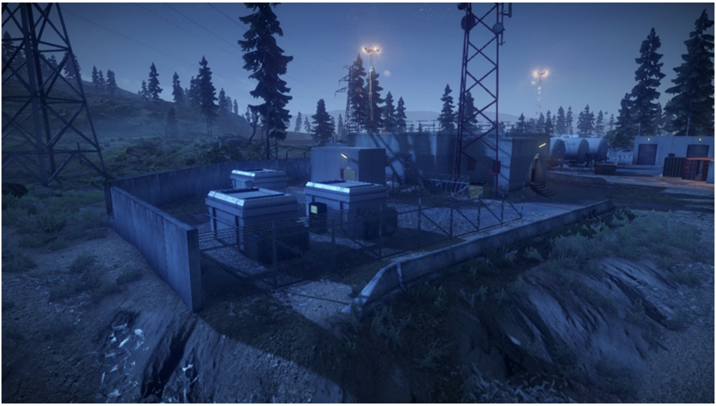
RU Deployment

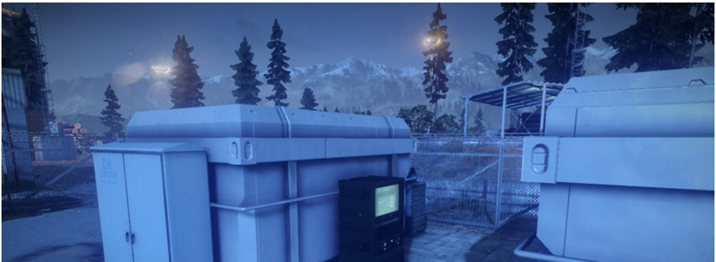
Deployment Area Assets

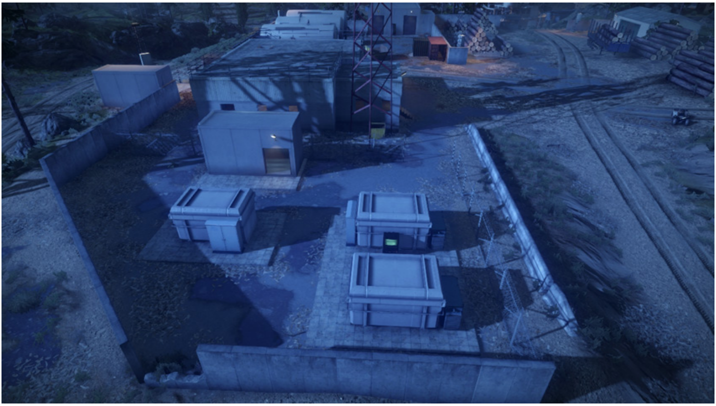
Name	SPRUT-SD
Quantity	1
Respawn Time	40 sec.

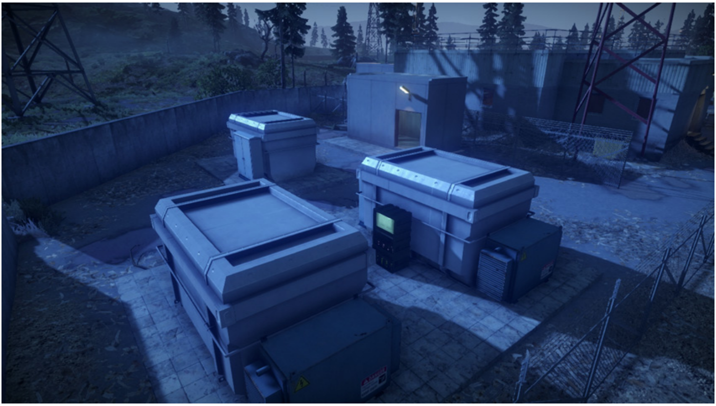
With only a single SPRUT-SD in their possession, the RU team has their work cut out for them in this challenging Rush battle. At the start of the battle expect the US team to rush the objectives with everything they have. As a result, the RU troops must sprint toward the logging camp and engage the steady stream of attackers approaching from the north and from the gunship. With no anti-air assets, the RU team must rely on engineers armed with IGLA anti-air missiles to counter the threat posed by the gunship. A team of two or three engineers equipped with IGLA launchers should have no problem shooting down the gunship. But the bulk of the team needs to focus on the ground forces approaching from the north. Once again, engineers are crucial for knocking out the US tank destroyers as well as keeping the SPRUT-SD repaired.

M-COM Station A



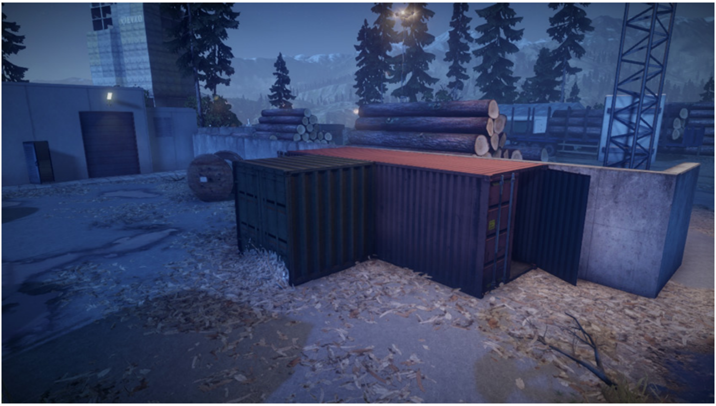






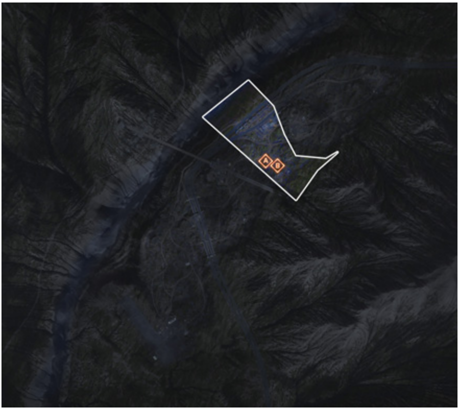
M-COM Station A is on the north end of the logging camp, often making it the first target of the attackers rushing in on quad bikes from the US deployment area. The objective is nestled between two large transformers on the camp's northeast corner. While the terrain outside the camp is wide open, the transformers, perimeter wall, and structures limit visibility in this area. As a result, be prepared for close-quarters encounters when operating around this objective—PDWs and shotguns are great for engaging opponents in this tight space. Attackers should rely on the gunship to spot and engage defenders around the objective prior to setting a charge. The RU team has a tough time reaching this objective at the outset of the battle, so the attackers should try to take it out as quickly as possible.

M-COM Station B

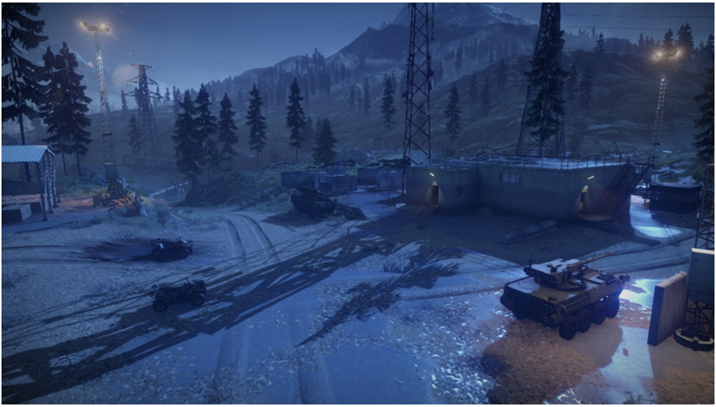


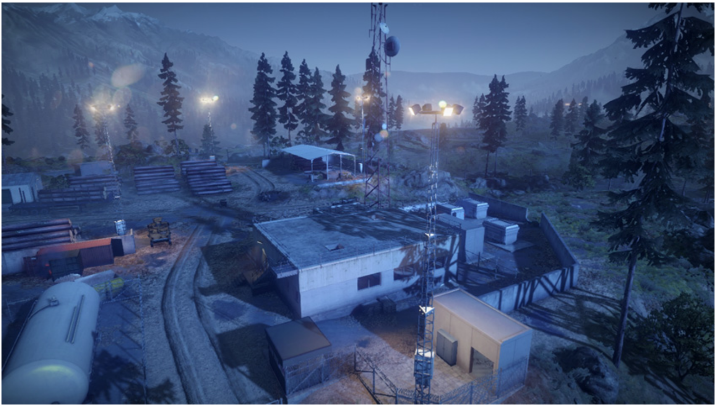
This objective is located deeper within the logging camp, giving the RU defenders a slightly better chance of securing it during the frantic opening moments of the battle. However, defenders should be mindful of the large cylindrical propane tanks on the east side of the objective. If these tanks are intact, avoid hiding near them as they're likely to be destroyed by bombardment from the US gunship. Instead of driving through the center of the logging camp, attackers should attempt to flank this objective from the east, using explosives to breach the camp's perimeter wall. Once again, coordinated close air support provided by the gunship is essential when setting the charge here. If the fight for this objective persists, both teams should deploy radio beacons nearby in an attempt to maintain a steady presence within the logging camp.

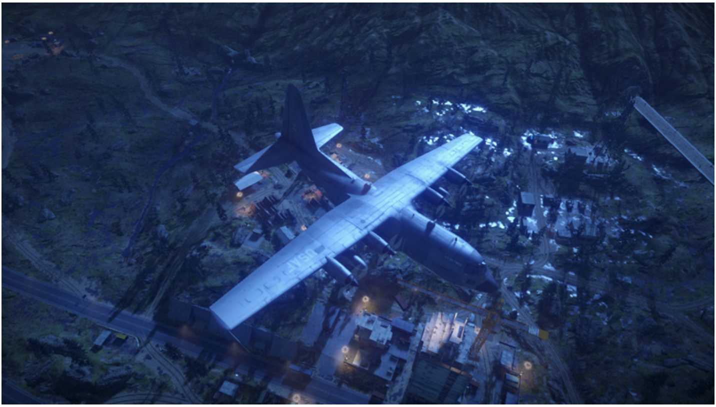
Zone 2: Power Station



US Deployment







Deployment Area Assets			
Name	**Quad Bike**	**M1128**	**Gunship**
Quantity	2	2	1
Respawn Time	5 sec.	20 sec.	120 sec.

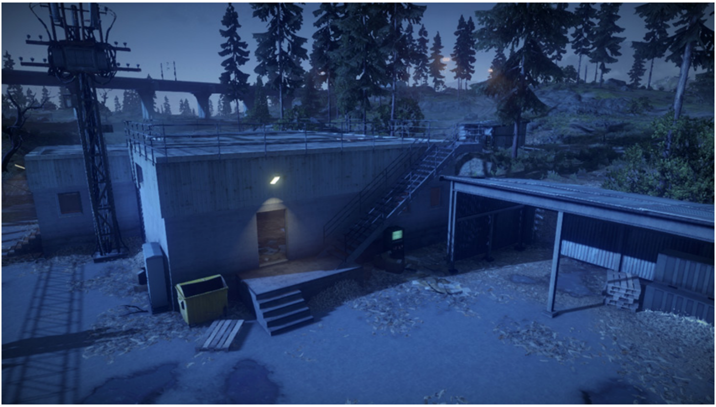
Once the US takes out the first two objectives, the logging camp becomes their new deployment area. For this next phase of the battle the US team maintains the same mix of vehicles, minus a couple of quad bikes. So when spawning here, take a good look around for teammates in need of a ride before peeling out in a quad bike or M1128. This time the RU team has a chance to consolidate forces around the objectives, so a coordinated push is necessary to drive the defenders back. Consider holding back at the deployment area until you have a sizable task force, then push forward simultaneously in an effort to overwhelm the defenders. A coordinated ground attack supported from the air by the gunship is the best way to reach the power station and knock out the next pair of M-COM stations.

RU Deployment

Deployment Area Assets	
Name	**SPRUT-SD**
Quantity	1

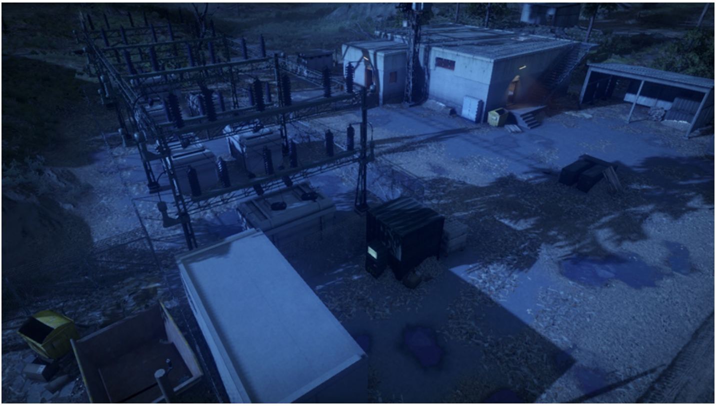
The battle doesn't get much easier for the RU defenders in this phase, benefiting only from a single SPRUT-SD with which to turn back the attackers. But unlike in the first phase, the RU team has a few seconds to consolidate their forces around the power station before the US attackers arrive. Get the SPRUT-SD to the north side of the power station so it can pound attackers rushing in from the logging camp. It's important to keep the SPRUT-SD repaired, so surround it with engineers. Once again, engineers are also vital for engaging the pesky US gunship circling above. Since you lack serious anti-air defense, the shoulder-fired IGLA anti-air missiles are your best bet for countering this threat. But don't get too distracted by the gunship. Expect the bulk of the attackers to approach from the logging camp to the north.

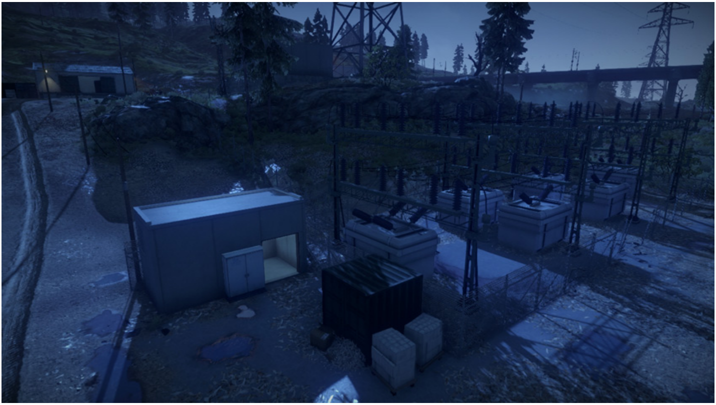
M-COM Station A

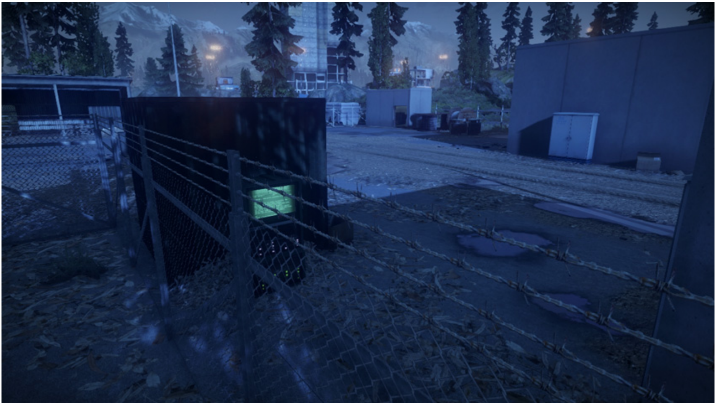


M-COM Station A is positioned outside a concrete building on the west side of the power station. This perimeter location makes it particularly vulnerable to flanking attacks from the west. The perimeter chain-link fence isn't much of an obstacle for knife-wielding attackers seeking to plant a charge on the objective without being noticed. As a result, the RU team should post a squad along this western flank to watch for such sneak attacks. At the very least, consider booby-trapping the short alley between the concrete building and the metal shed—both claymores and C4 work well here. If you're planning on hiding in the nearby concrete building, pay attention to how much damage it takes. The structure will collapse after sustaining significant damage.

M-COM Station B

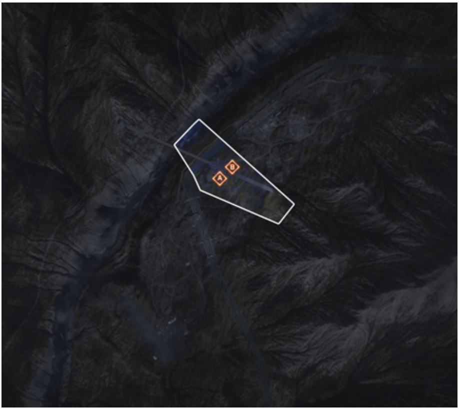




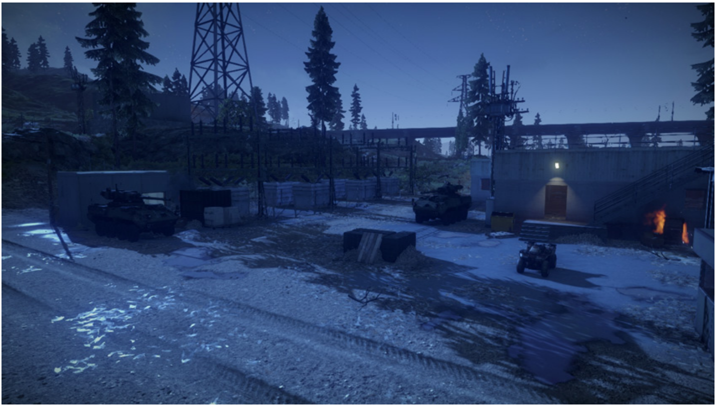


This objective is outside the large bank of transformers on the east side of the power station. The dirt road running east and west through the power station passes right by M-COM Station B, making it vulnerable to attacks by vehicles. Defenders should watch for quad bikes rushing in from the east or west. Booby-trapping this road with mines is a surefire way to safeguard this objective from speedy vehicle attacks. There aren't too many objects or structures obscuring the view of this objective, making it relatively easy for defenders to watch from long range. As a result, attackers should consider bombarding the area using the gunship's powerful weapons before attempting to set a charge. Popping smoke on the objective is also a good idea whether arming or disarming a charge.

Zone 3: Train Yard



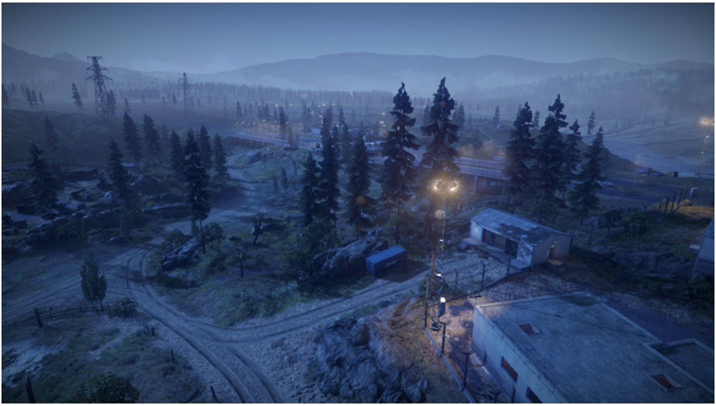
US Deployment



Deployment Area Assets			
Name	**Quad Bike**	**M1128**	**Gunship**
Quantity	2	2	1
Respawn Time	5 sec.	20 sec.	120 sec.

As the RU team falls back to defend the train yard, the US team gains control of the power station. In this phase of the battle the US maintains the same type and number of vehicles as they did in the previous zone. Before rushing toward the train yard, assume the RU defenders have had ample time to secure the area. Instead of racing directly toward the objectives, use the quad bikes and M1128s to transport teammates toward the train yard and establish a presence on the perimeter. The dirt roads and rail bridge leading into the train yard are most likely guarded and mined. So instead, consider moving in on foot, preferably flanking from the east. Meanwhile, work to keep the gunship orbiting above the battlefield. In addition to providing close air support, the gunship is ideal for spotting opponents, giving friendly troops on the ground fair warning of enemy presence.

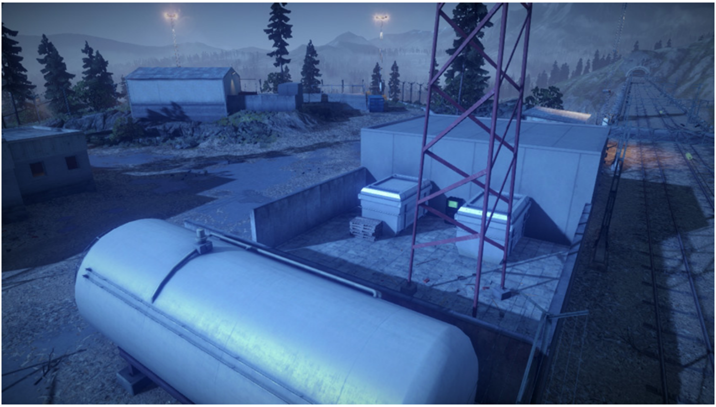
RU Deployment



Deployment Area Assets	
Name	**SPRUT-SD**
Quantity	1
Respawn Time	40 sec.

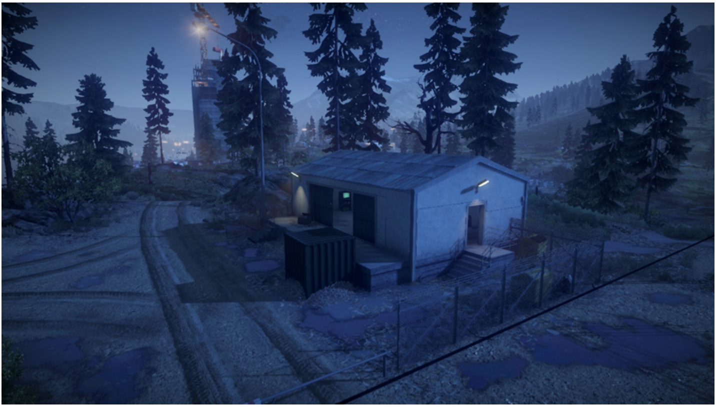
Although the RU team doesn't gain any extra support in the form of vehicles, the train yard is a relatively solid defensible area, giving the RU team a chance of stopping the US advance. The train yard sits on a slight hill southwest of the power station. Be ready to engage US traffic along the dirt roads leading up the hill. These roads are choke points and should be mined to prevent vehicle rush attacks. While traffic along the rail bridge is possible, it isn't likely. Move the SPRUT-SD to the north side of the train yard so it can engage approaching vehicles and infantry pouring out of the power station. As usual, support the SPRUT-SD with plenty of engineers so they can provide repairs as needed. Also, don't neglect the gunship orbiting above. If the US ground forces are stopped, watch out for enemy troops parachuting in from above. Spot and hunt down every parachuting soldier before they can establish a presence within the train yard.

M-COM Station A



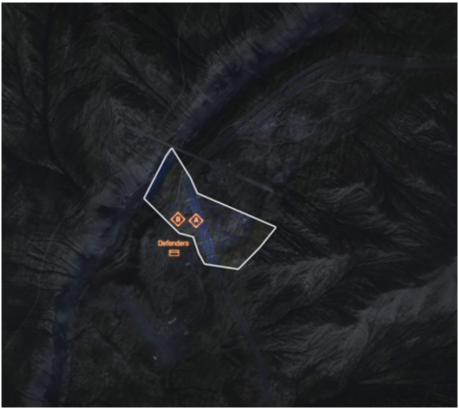
M-COM Station A is tucked between two transformers near the center of the train yard. The surrounding walls and structures help insulate the objective from the chaos erupting on the periphery. Defenders have an easy time ambushing attackers here, hitting them at close range with shotguns and PDWs. The lack of long-range sight lines on the objective makes it difficult for defenders to watch from close range. So when defending, always keep a squad close to this objective. Instead of channeling through the only entry point on the south side, attackers should breach the perimeter wall in an effort to take defenders by surprise. The building directly behind the objective is also accessible. Consider taking out the wall directly behind the objective and attacking from the west.

M-COM Station B



This objective is within a small concrete building on the north edge of the train yard. Early during this phase, the RU defenders should rush troops to this position to prepare for rush attacks by the US. Given its proximity to the power station, this M-COM station is most likely to be targeted first. The nearby dirt road allows quick vehicle access, something defenders should always be prepared for. Parking the SPRUT-SD on this dirt road is one way to deter vehicle access. But defending engineers can bolster defenses by mining this road as well. If it can't be destroyed early, attackers should approach this objective cautiously, preferably on foot. The building's exterior walls can all be breached by explosives, so consider alternative entry points before approaching the M-COM station.

Zone 4: Highway Control



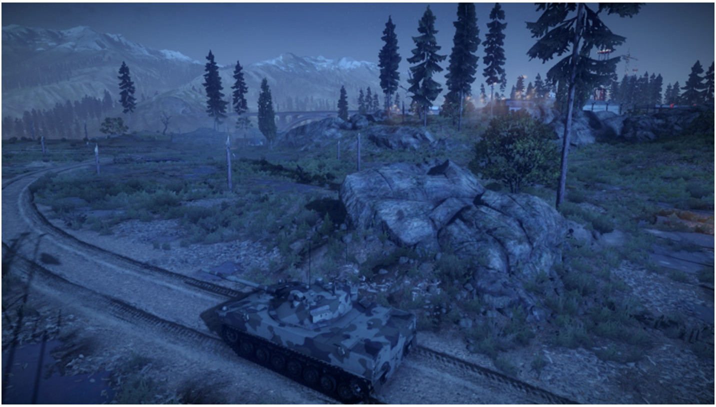
US Deployment

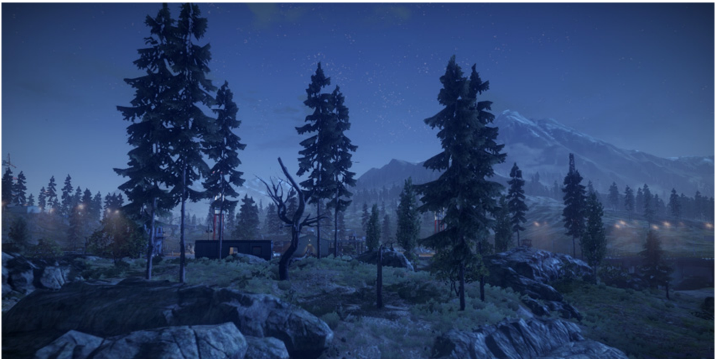
Deployment Area Assets

Name	Quad Bike	M1128	Gunship
Quantity	2	2	1
Respawn Time	5 sec.	20 sec.	120 sec.

In preparation for the next phase of the attack, the US team deploys from the train yard. Once again, vehicle selection is rather limited, so be mindful of teammates looking for a ride before leaving this area on a quad bike or in an M1128—moving through the valley on foot is not recommended. While a frontal assault may be effective if conducted with the assistance of teammates in other vehicles and the gunship, it's best to look for flanking opportunities when approaching the highway control area. Consider hooking around from the west, where the defenders are less likely to expect an assault. Such sneak attacks are a great way to gain access into the facility and take out M-COM Station B in the process.

RU Deployment



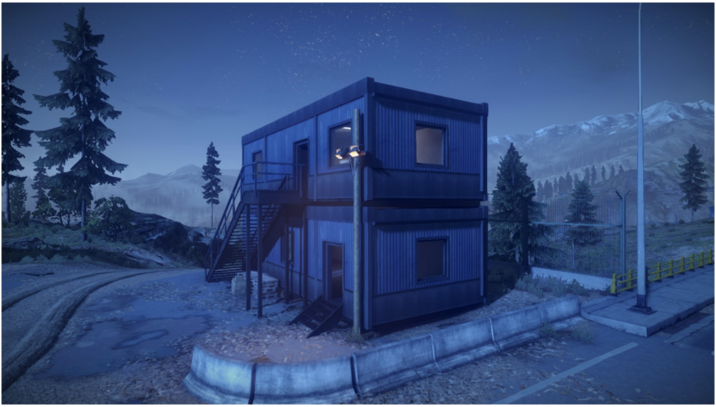


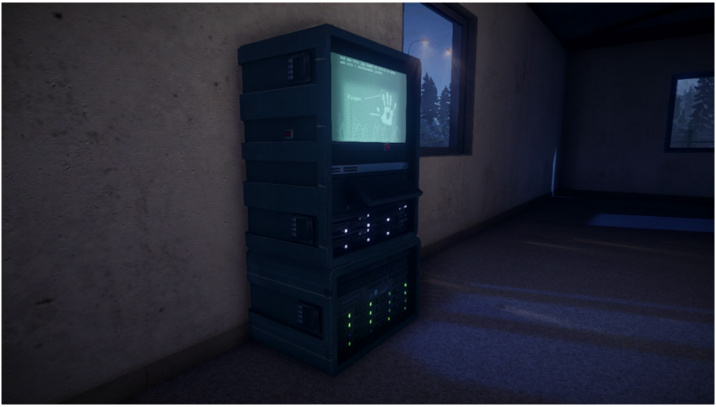
Deployment Area Assets

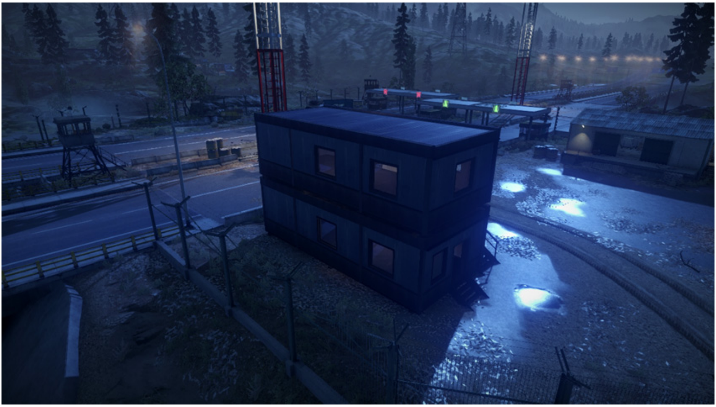
Name	SPRUT-SD
Quantity	1
Respawn Time	40 sec.

During this phase of the battle the RU team deploys just outside the highway control area, giving them only a few precious seconds to establish a perimeter around the next objectives before the US team arrives. Both teams have access to the same vehicles this time, so expect similar tactics from the US team. While frontal attacks by the M1128 tank destroyers and parachute drops from the gunship are common, pay close attention to flanking attacks staged by US troops on quad bikes. Post squads on the eastern and western flanks to watch for sneak attacks on the objectives. The SPRUT-SD spawns far to the south, so don't forget to bring it forward—you'll need the firepower to deal with the US team's M1128 tank destroyers.

M-COM Station A

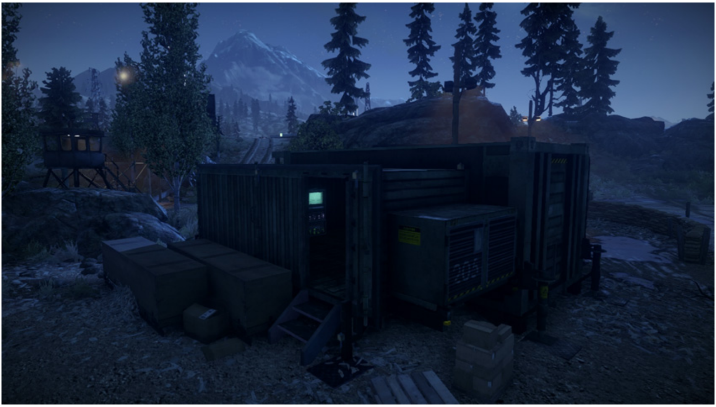






M-COM Station A is in a small prefabricated structure on the north edge of the highway control area. Defenders may wish to blow out the flimsy exterior walls of this small structure to provide better visibility of the objective. This makes it difficult for attackers to approach the M-COM station without being spotted. If the walls are destroyed, attackers must rely on smoke or the protection of tank destroyers to provide cover and concealment while planting a charge on the objective. Given its close proximity to the highway, defenders should watch for US vehicles rushing in from the north. Consider mining the highway and parking the SPRUT-SD nearby to provide fire support. Attackers are better off sneaking in from the west on foot.

M-COM Station B

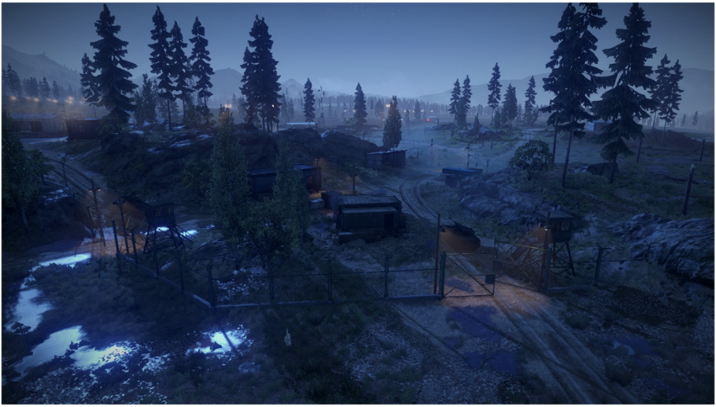


Unlike M-COM Station A, this objective is housed within a sturdy mobile communications structure positioned on the west side of the highway control area. Only two doorways lead into this small structure, and the walls cannot be destroyed. Therefore, each doorway is a critical choke point and should be approached with extreme caution. Attackers should always assume the interior is booby-trapped with claymores or C4. So before entering, always toss a grenade through the doorway to detonate any booby traps. Grenades are also a great way to flush out defenders hiding inside. Instead of hiding inside, defenders should form a perimeter around the structure, keeping eyes on the two entry points at all times.

Zone 5: Communication Station

zone5_map

US Deployment



Deployment Area Assets			
Name	**Quad Bike**	**M1128**	**Gunship**
Quantity	2	2	1
Respawn Time	5 sec.	20 sec.	120 sec.

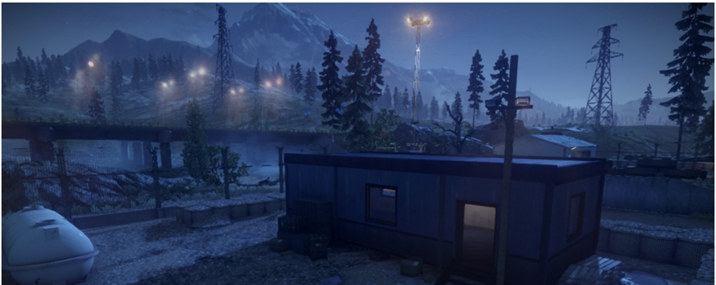
For the final phase of this epic battle the US team deploys near the highway control area in preparation for the final attack on the last M-COM stations located at the communication station to the southeast. While the deployment area has shifted, the vehicles available to the US team remain the same. The communication station is a large facility, potentially posing problems for the defenders. Instead of racing directly for the objectives, focus on infiltrating the facility first, placing radio beacons nearby to maintain a presence in the area. With infantry in place, soften up the defenders with aggressive attacks from the gunship and M1128 tank destroyers. Such distractions are helpful in drawing defenders away from the objectives, leaving them vulnerable to attack by friendly infantry.

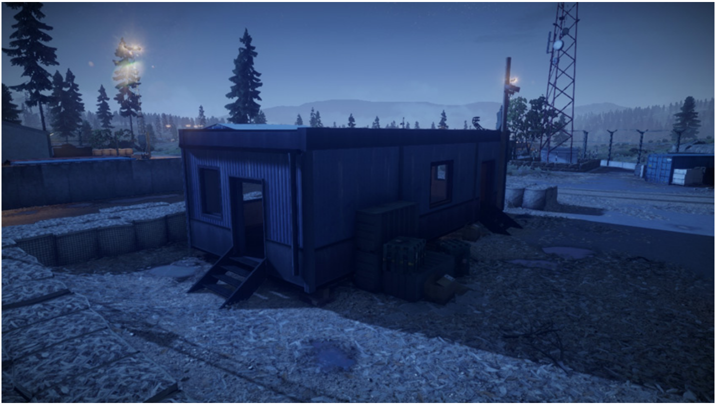
RU Deployment

Deployment Area Assets	
Name	**SPRUT-SD**
Quantity	1
Respawn Time	40 sec.

The communication station is the last stand for the RU team. Instead of trying to lock down the entire facility, focus your team's defenses around the objectives. Initially the RU team deploys to the east of the communication station, along with the SPRUT-SD. Use radio beacons and squad spawning to maintain a constant presence within the communication station. Any slight lapse in coverage leaves the objectives open to attack by the US team. While most attacks are likely to come from the northwest, don't forget to look up for paratroopers dropping in from the US team's gunship. Once again, engineers armed with IGLA anti-air missiles are your best chance at shooting down this pesky airborne spawn point and weapons platform. With the gunship out of the picture, the RU team has a better chance of holding out for an upset victory.

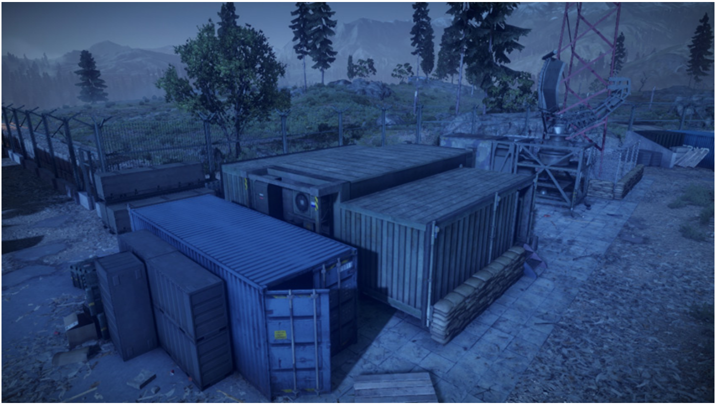
M-COM Station A

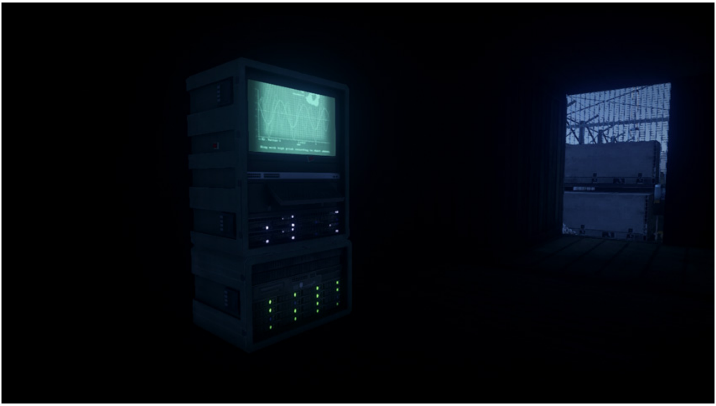




M-COM Station A is housed within a prefabricated structure on the north side of the communication station. For greater visibility of the objective, the structure's exterior walls can be destroyed. Initially, this benefits the defenders, allowing them to spot any attackers sneaking up on the objective. But the tables are turned when the defenders must disarm the objective. So carefully weigh the pros and cons of destroying the exterior walls of this structure before cutting loose with explosives. Located at the intersection of two dirt roads, this objective is easily accessed by vehicles. As a result, defenders should consider mining the road while watching for approaching vehicles to the north and west. Parking the SPRUT-SD near this intersection can also serve as good deterrent while helping reinforce both objectives.

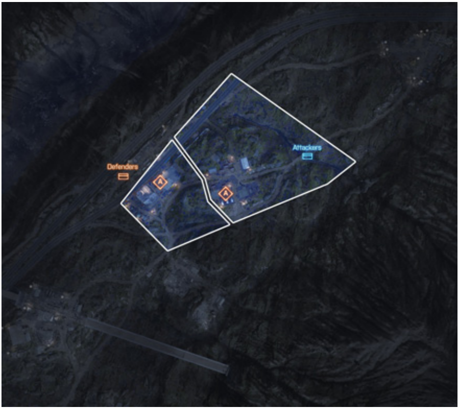
M-COM Station B





This objective is housed within a sturdy mobile communications structure located near the center of the communication station. Defending this M-COM station comes down to watching the structure's two narrow doorways. Placing booby traps such as claymores or C4 within the structure is also effective. However, any booby traps can be detonated with a hand grenade prior to entry—something all attackers should consider before racing toward the objective. While the walls and roof of this sturdy structure can't be destroyed, vehicles are still valuable when it comes to controlling traffic around the structure. Both teams can benefit from moving their tank destroyers nearby while infantry plant or disarm a charge. For the US, the gunship is extremely useful for suppressing defenders posted around the structure's perimeter.

Squad Rush



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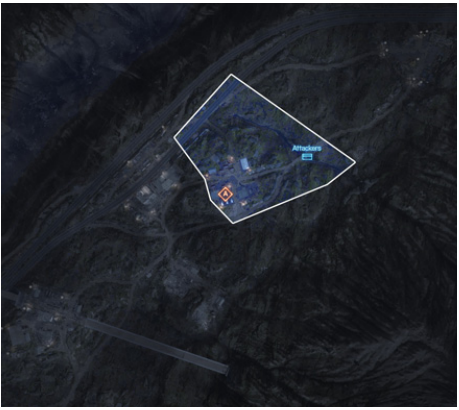
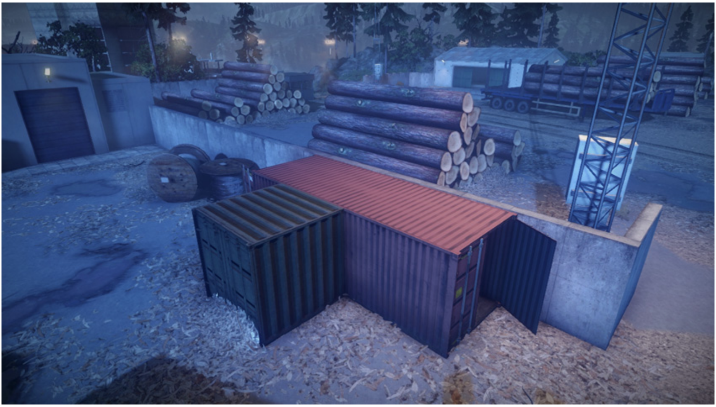
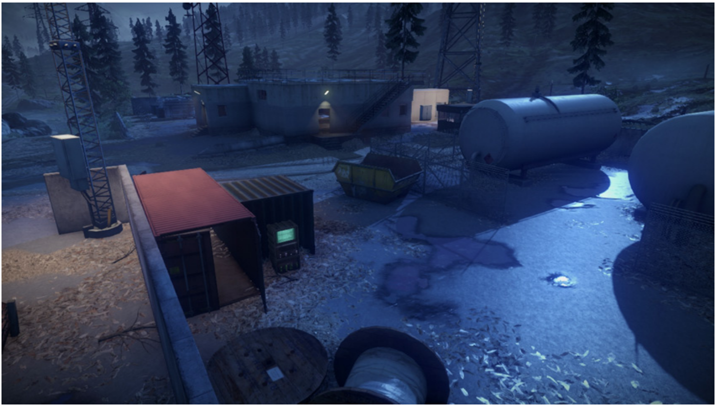
Advancing under the cover of darkness gives the attackers a slight advantage during this Squad Rush battle. Still, the attackers must approach the objectives at the logging camp and construction site with extreme caution. There are plenty of hiding spots at both locations, giving the defenders the upper hand. Both team should rely on recon troops to gather intelligence, either with T-UGS motion sensors or MAVs. IRNV (IR 1x) scopes are also effective, helping you spot the heat signatures of your opponents. Placing a radio beacon near each objective is also a good idea, whether attacking or defending. Maintaining a spawn point close to the objective is the best way to exert control over each location.

Zone 1

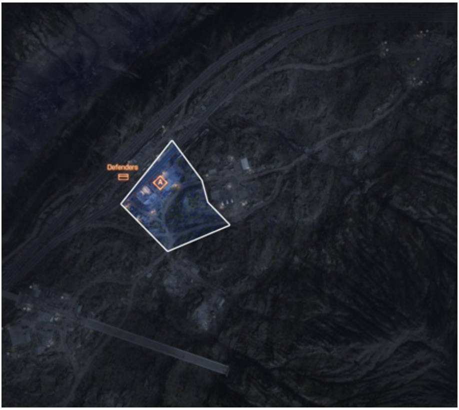


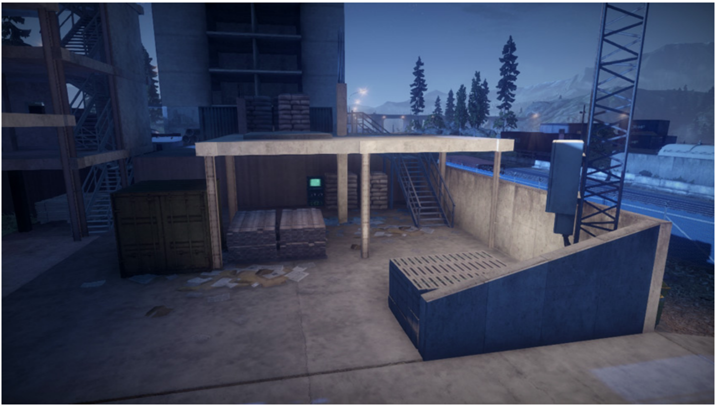


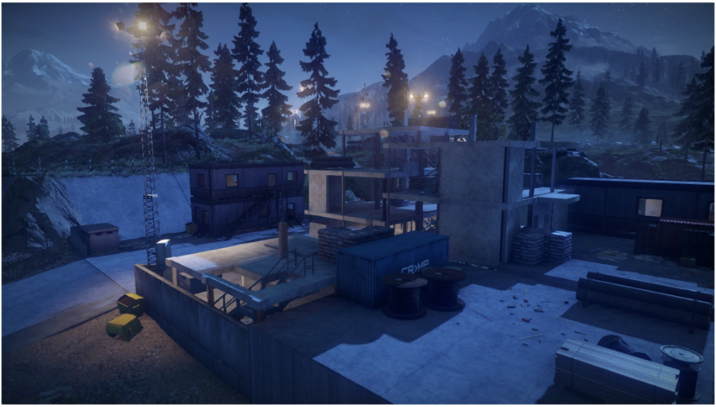


The first M-COM station is located at the logging camp, nestled against a large green crate and red shipping container. The logging camp is a large facility for one squad to effectively lock down, so the defenders should stay focused on the objective. The concrete building south of the objective is a good hiding spot for defenders. From the doorway it's possible to see the M-COM station and anyone who approaches it. Attackers should always expect defenders to be hiding nearby, particularly in the shipping container. Launching a MAV ahead of the attack is a good way to locate the defenders and neutralize them before approaching the M-COM station. But even a MAV won't spot defenders hiding within the surrounding buildings, so always approach this area with caution.

Zone 2

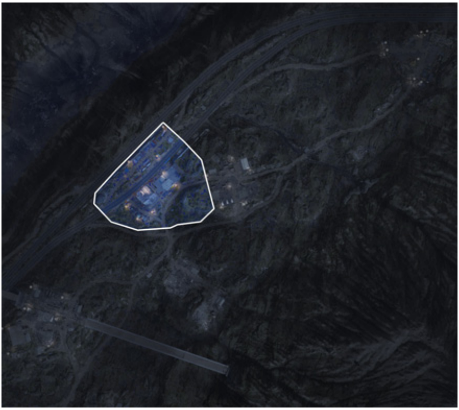






The second and final M-COM station is located at the construction site on the ground floor of a partially completed building. There are numerous hiding spots for defenders here, making it a very difficult objective to attack. Defenders seeking high ground can climb to the top of the structure to the east in an attempt to spot attackers approaching the area. The trailer to the north is also a popular cover point, allowing troops from either team to keep their eyes on the M-COM station. If the defenders cannot be spotted with a MAV, the attackers should rely on smoke to cover their advance—deploy smoke with a mortar or grenade launcher. Consider flanking from the west and breaching the concrete wall with explosives to sneak up on the objective.

Team Deathmatch



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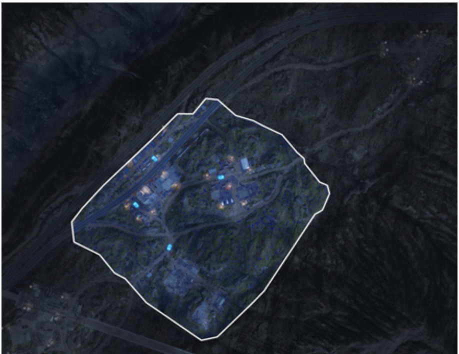
This intense infantry battle is focused entirely around the construction site. Teams often gravitate toward the structures in the middle of the map, attempting to take the high ground. But the elevated floors and rooftops of the partially constructed buildings are exposed, making a sedentary strategy risky unless supported by the whole team. Don't bother camping on one of the elevated floors unless you have a teammate (or claymore) at the top of the stairs. Most fighting at the construction site takes place at close range, making shotguns and PDWs most effective. Instead of defending one point at the contentious center of the map, consider patrolling the perimeter while engaging opponents in the middle. From the perimeter it's possible to engage opponents holed up in the buildings at the construction site without drawing too much attention to yourself. But don't bother bringing along a sniper rifle—assault rifles are more than adequate at this range, plus you'll want the versatility of an automatic weapon on this chaotic map.

Squad Deathmatch



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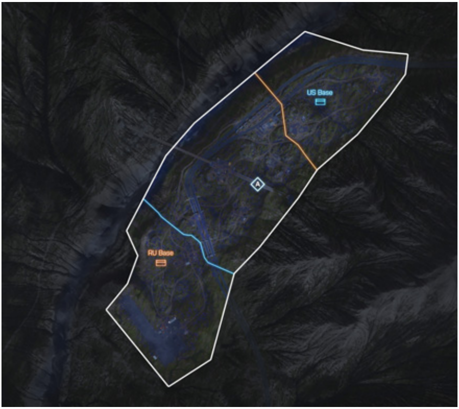
In this game mode the map is restricted to the north side of the valley, with fighting focused around the logging camp, construction site, and power station. Two of the four possible IFV spawn points are located near the construction site, so make an effort to control the west side of the map in an effort to secure an IFV. Once your team has gained access to a BMP-2M, stay clear of the three main facilities, as they offer plenty of hiding spots for opponents armed with rocket launchers and other IFV-killing weapons. Instead consider driving to the east side of the map and engaging opponents at long range with the BMP-2M's weapons. While driving the BMP-2M, the thermal optics upgrade can come in handy for spotting opponents rushing through the darkness, so consider making this adjustment before spawning into the match. If you don't have access to the IFV, consider staying on the east side of the map where traffic is much lighter. By patrolling the area between the power station and logging camp you can still rack up plenty of kills without exposing yourself to the chaos near the construction site.

Tank Superiority



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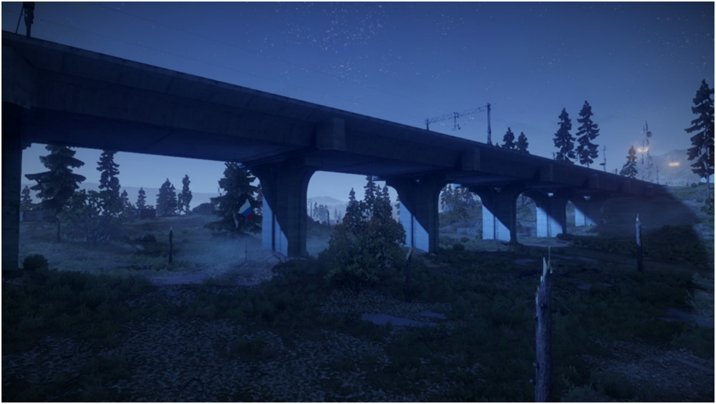
Superiority Flag



In this epic tank battle the flag is in the center of the valley beneath the railway bridge. The US team deploys from the logging camp on the north side of the map while the RU team deploys from the communication station to the south. Each team has access to the same number of tanks and tank destroyers, making it a fair race to the flag. The faster tank destroyers should lead the way while the tanks bring up the rear. But not all vehicles should rush toward the flag. The flag sits in a bowl-like depression surrounded by higher terrain to the east and west. Once the flag is captured, consider backing off and defending the valley from the eastern and western flanks. Avoid driving onto the railway bridge as it offers little room to maneuver and makes your vehicle easy to spot and target. Since this battle occurs at night, consider equipping thermal optics to help you spot enemy vehicles and infantry moving through the valley. Amid the chaos of the battle, engineers can make themselves useful by targeting enemy vehicles with Javelins. Recon troops can also lend a hand by planting SOFLAMs around the valley's perimeter, ideal for laser-designating targets for laser-guided munitions.

Aftermath Battlefields

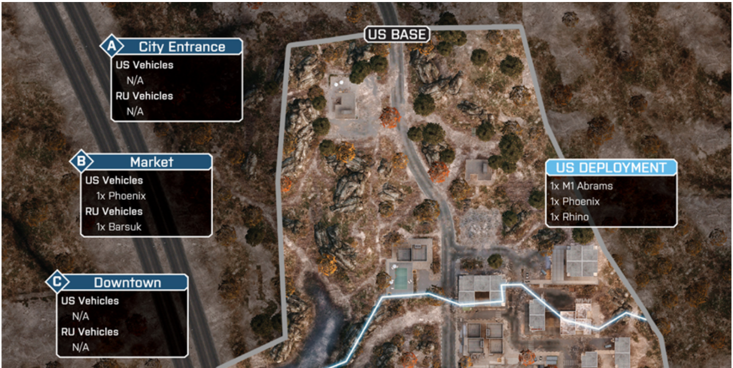
Azadi Palace

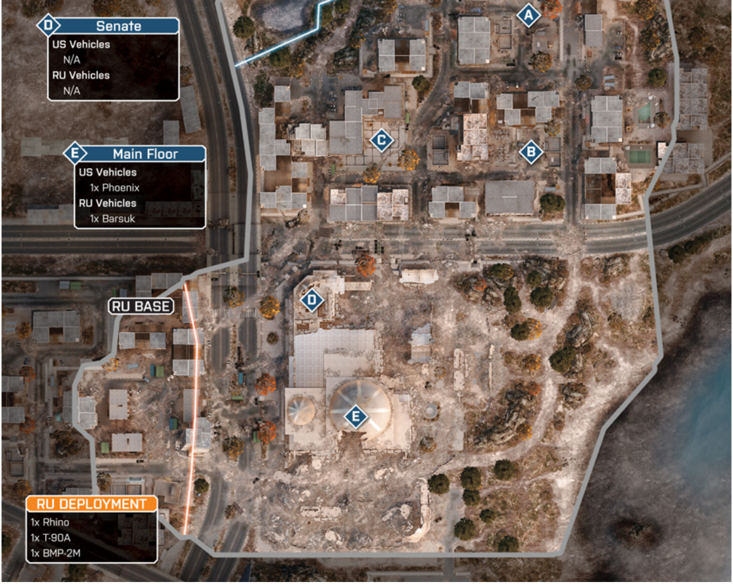
Azadi Palace

AZADI PALACE

شركة الالعاب
نقل عالمي

Conquest





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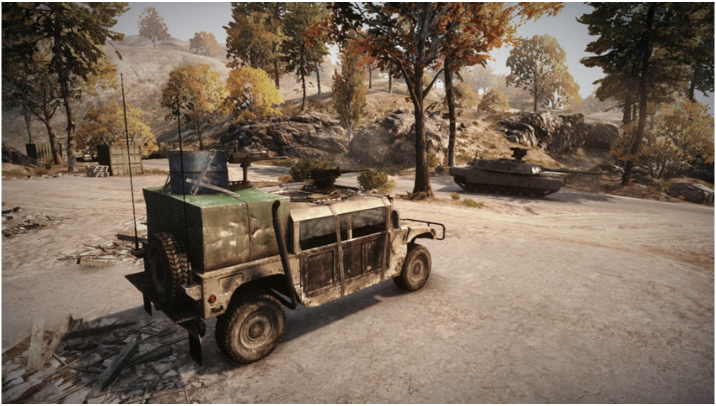
Before the earthquake, Azadi Palace, located on the southern side of the map, was a popular tourist destination, appreciated by locals and guests alike for its ornate architecture and lush gardens. But now, little is left of this once majestic structure's former glory, as soldiers and military vehicles scurry about the rubble-filled grounds and fight for control of the Palace and the adjoining neighborhood to the north. With five control points up for grabs at the start of the match, both teams must rush to secure at least three flags to initiate a drain on the opposing team's ticket count. Spawning on the city's northern outskirts, the US team has the best chance of capturing the City Entrance (A), Market (B), and Downtown (C), and establish a strong presence on the north side. Meanwhile, the RU team, deploying from the Construction Site in the southeast, has a good chance of securing the Main Floor (E) and Senate (E) within Azadi Palace. But the neither team can win by simply holding the Palace. So in addition to capturing the Palace's two control points, the RU team must look for opportunities to secure at least one of the three northern flags to avoid hemorrhaging tickets. In close matches, a tug-of-war struggle often centers around the Downtown (C) control point. To give your team the upper hand, make sure you make the most of the vehicles spawned at your team's base and control points—the M1 Abrams and T-90A are particularly effective when it comes to taking and holding ground.

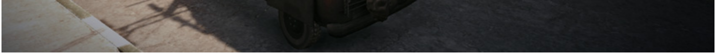
US Base



Base Assets			
Name	**Rhino**	**Phoenix**	**M1 Abrams**
Quantity	1	1	1
Respawn Time	20 sec.	20 sec.	50 sec.

The US team deploys on the north side of the map, in the city outskirts. The vehicles spawned here play their most important role at the start of the match by serving as troop transports. Both the Rhino and Phoenix are capable of transporting three soldiers. Fill these vehicles to capacity and send the Rhino to the Market (B) while the Phoenix secures the Downtown (C) control point. Meanwhile, the remaining infantry and M1 Abrams can follow these speedy vehicles into the city and capture the City Entrance (A). If the US team moves out fast, they stand a good chance of securing these three northern control points, instantly draining the RU team's ticket count. By holding three out of the five flags, the US team doesn't need to even approach the Palace to the south. Instead, it's better to consolidate on the north side of the city. Post at least one vehicle at each control point and dig in for the rest of the match. As vehicles are destroyed, don't forget to spawn back at the US Base and move new vehicles to the front lines—keeping the M1 Abrams in the fight is particularly important.

RU Base

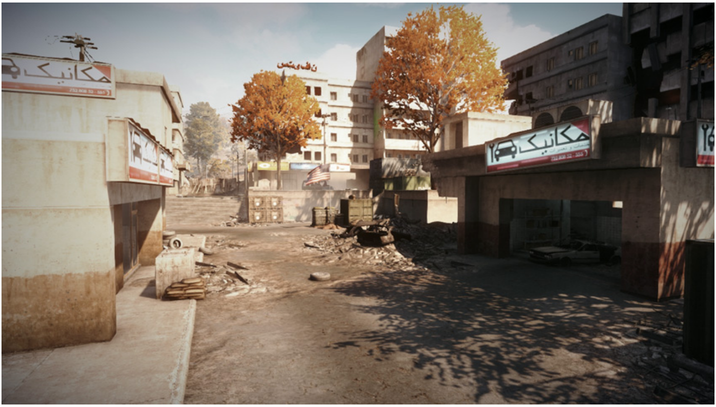


شركة الانعام

Base Assets			
Name	**Rhino**	**Barsuk**	**T-90A**
Quantity	1	1	1
Respawn Time	20 sec.	20 sec.	50 sec.

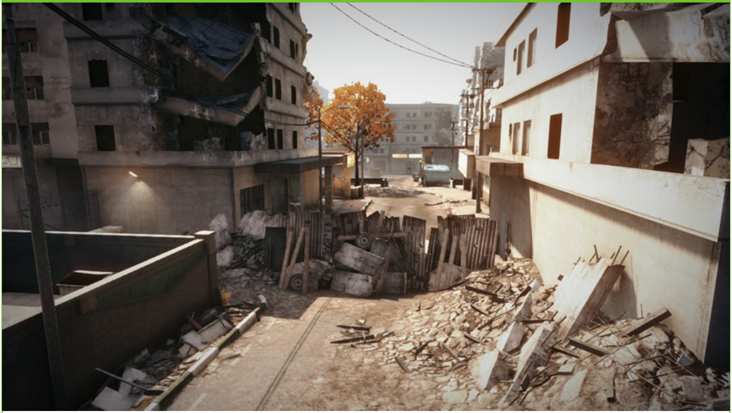
Spawning from the Construction Site in the southwest corner of the city, the RU team begins the battle from a slight geographic disadvantage. While the Palace and its two control points are within close striking distance, the RU team has a difficult time beating the US team to the other three control points, on the north side of the city. So at the start of the battle, while a couple of squads secure the nearby Main Floor (E) and Senate (D) at the Palace, the rest of the team should make an aggressive push toward the Downtown (C) control point. Attacking this control point with the T-90A, Rhino, and Barsuk should be enough to overwhelm the US team's defenders. If the early-round attack is successful, instead of spreading their themselves thin, the RU team should consolidate their forces at the Downtown (C), Senate (D), and Main Floor (E) control points. The two control points in the Palace are easily defended by infantry, so use the vehicle spawned at the RU Base to reinforce the Downtown (C) control point.

A: City Entrance



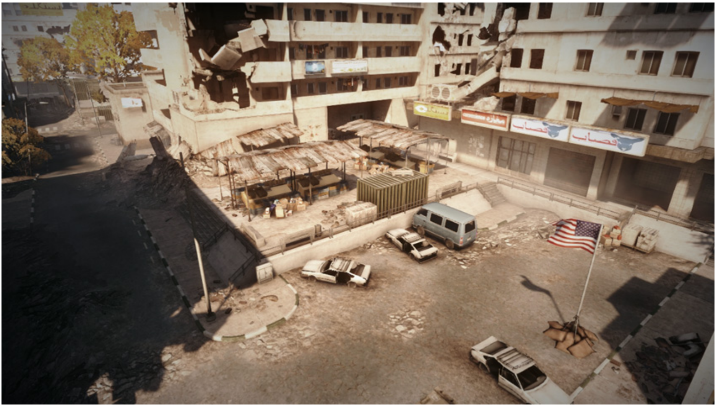
The City Entrance (A) is a small plaza located on the north side of the city, only a few meters from the US Base. The US team stands a good chance of capturing this control point at the start of the match. However, the US team often takes this flag for granted and leaves it undefended. This gives RU squads an opportunity to sneak in and capture this control point, often without ever firing a shot. The flag is positioned in a small plaza flanked by several small buildings. The crates next to the flag offer adequate cover for infantry, but attackers should always watch for defenders posted in the buildings or on rooftops nearby. This control point is easiest for vehicles to access from the south or west. But in a pinch, vehicles can also traverse the wide staircase to the north—it's easier to drive down the stairs than it is to drive up them. Although the control point produces no vehicles for either team, it's still a location worth holding on to, so make sure at least one squad stays behind to guard it.

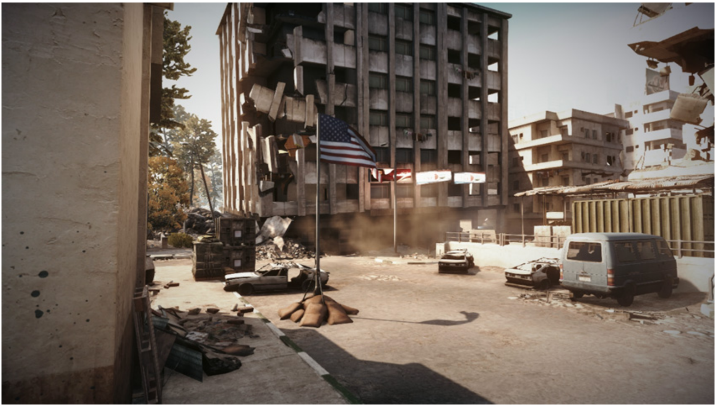
Tip

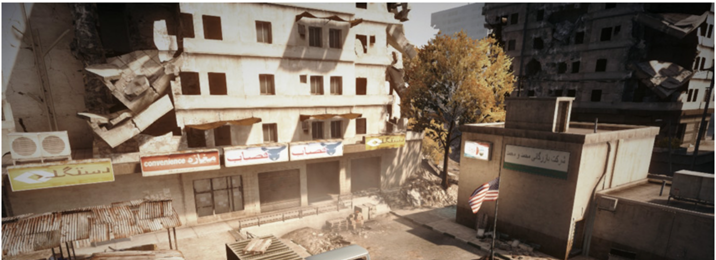


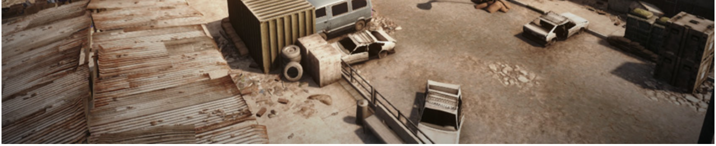
Don't let the makeshift barricades in the streets block your team's advance. Vehicles can crash through (or blast) these barricades and open up new paths.

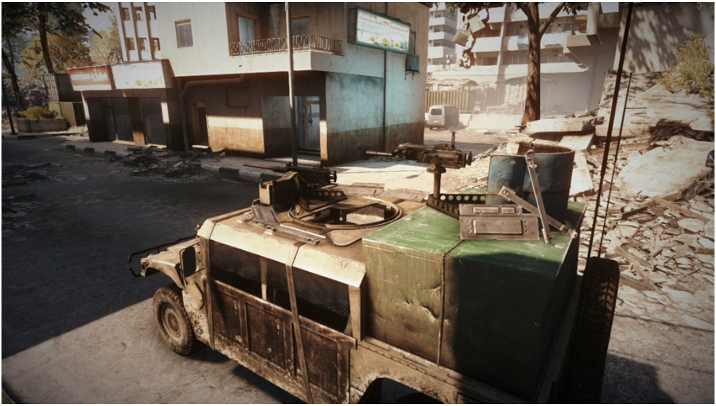
B: Market











Control Point Assets

US Control	RU Control	Respawn Time
Phoenix (1)	Barsuk (1)	50 sec.

The Market (B) is located just south of the City Entrance (A) and directly east of the Downtown (C), so it's a key piece of the control point triangle on the city's north side. Unlike its neighboring control points, the Market (B) produces a light vehicle for each team—the US team gets a Phoenix and the RU team gains a Barsuk. Both spawn in a street to the east. The flag is located in a small parking lot on the east side of an abandoned outdoor market. With the exception of a few damaged cars, there isn't much cover for infantry within the flag's capture radius. While infantry can approach the flag from any direction, vehicles can only enter the parking lot from the south—defending engineers should place mines at the parking lot's entrance. Since there aren't too many hiding spots near the flag, defenders should watch this area from the periphery, and take up positions in the building to the east or among the market stalls to the west. Parking the Phoenix or Barsuk in the parking lot or southern street also serves as a good deterrent.

Tip

Look for the blue double doors on the west side of the Market (B). Shoot the red gas tank at the base of these doors to gain access to a hallway that cuts through the adjoining apartment building. This shortcut is a relatively safe way to move between the Market (B) and Downtown (C).

C: Downtown

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convenience

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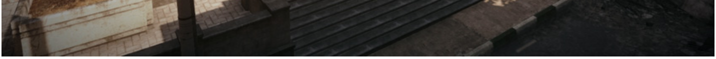
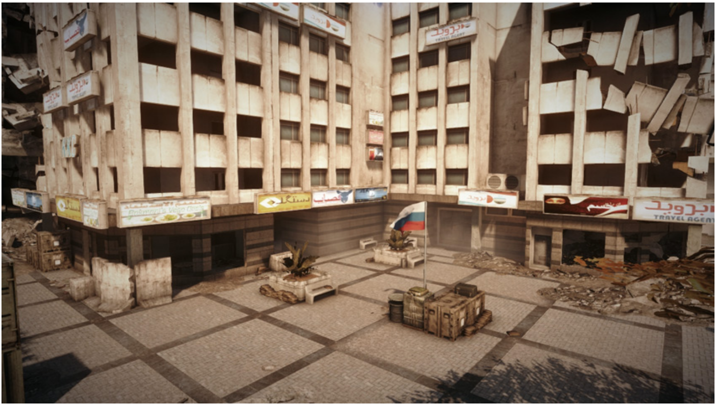
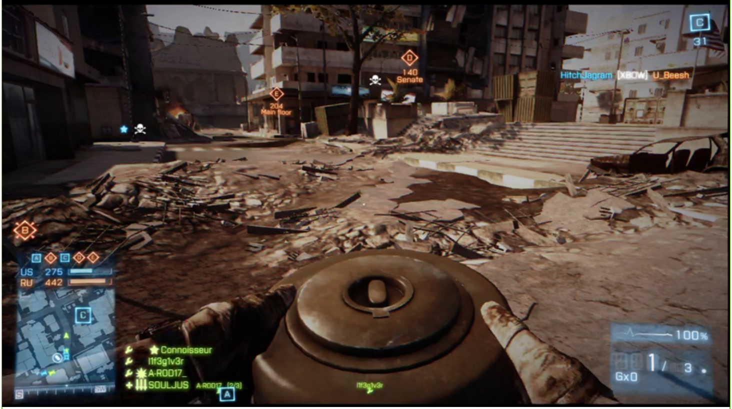
KKC
KKC





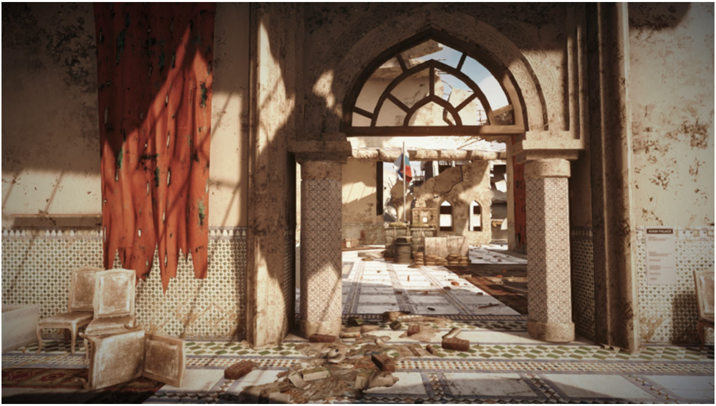
The Downtown (C) control point is one of the most contested locations on the north side of the city. This area of the map serves as a bridge linking the north side of the city to the Palace in the south. So expect heavy traffic (and fighting) in the area between the Downtown (C) and Senate (D). Both teams should rush this location at the outset of the match. Once captured, the control point is relatively easy to defend thanks to the exposed flag that stands in the middle of a large plaza. A few crates and planters serve as the only cover within the flag's capture radius, which encompasses most of the plaza. So if you're on foot, take cover behind one of these objects and drop prone. Given the exposed nature of the flag, its often safer to capture this control point from within the confines of an armored vehicle—the steps on the south and east sides of the plaza can be traversed by vehicles. However, defenders posted in the abandoned storefronts on the west and north sides of the plaza have a clear view of the flag, so they can engage attackers from the buildings' dark interiors. So before racing to the flag, make an effort to secure the perimeter. Otherwise you're likely to get caught in an ambush.

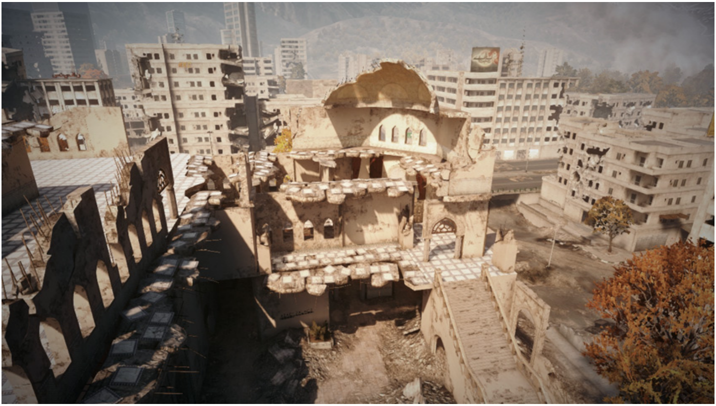
Tip



The streets are narrow and are often the only path for vehicles attempting to reach control points. As such, the streets are often littered with mines. Maintain vigilance while driving through these areas, perhaps laying your own mines in the process.

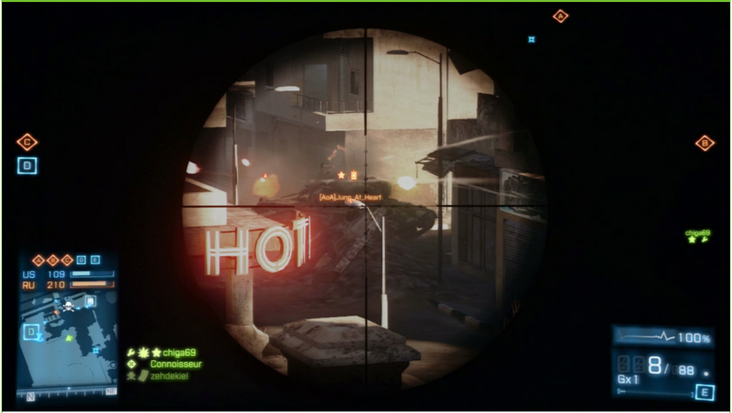
D: Senate





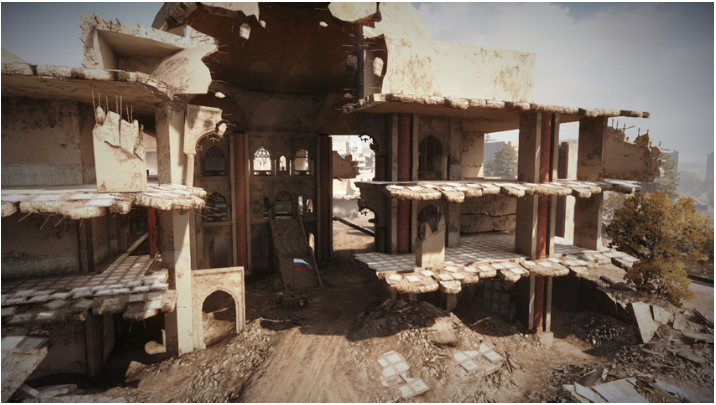
This control point is located in the moderately damaged north wing of Azadi Palace, on the second floor. What was once an ornate room frequented by politicians (and most recently tourists) has been transformed into a military outpost. The flag is positioned in the center of this small room. Therefore, expect most fighting here to take place at close range—PDWs and shotguns are well suited for these point-blank engagements. This room can only be accessed through three points: the large exterior staircase to the east, the narrow interior staircase to the south, and the arched doorway to the south. It's possible for light vehicles like the Phoenix, Barsuk, and Rhino to climb the exterior staircase to gain entry into this room. Tanks can climb the ramp on the east side of the palace, near the restaurant, and fire through the arched doorway. But the doorway is too narrow for a tank to fit in the room. While vehicle attacks are uncommon here, they're a possibility all defenders should prepare for. Once the flag is captured, one squad can adequately cover all three entry points, assisted by a T-UGS motion sensor and Claymores. When attacking here, avoid the staircases and advance from the restaurant to the south, also on the second floor. Attacking through the arched doorway on the south side of the flag is much safer than trudging up the stairs. Toss grenades and fire rockets through the doorway to soften-up any defenders near the flag before entering the room.

Tip



While upstairs within the Palace, near the Senate (D), fire toward the ground floor and surrounding areas to pick off enemies, using the high ground to your advantage.

E: Main Floor

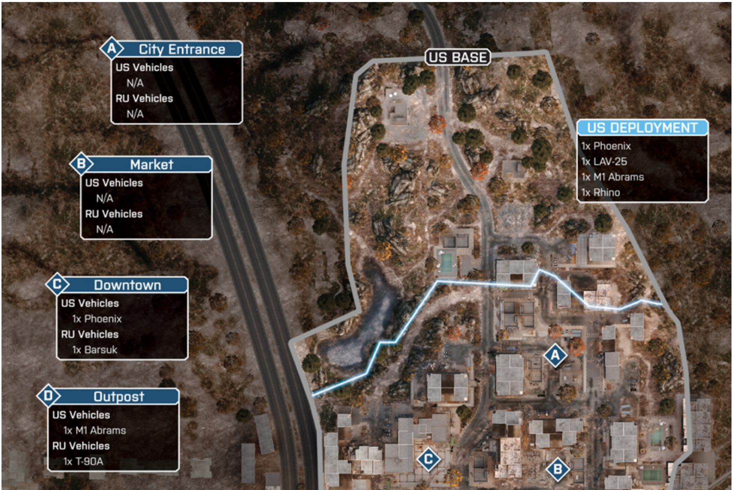


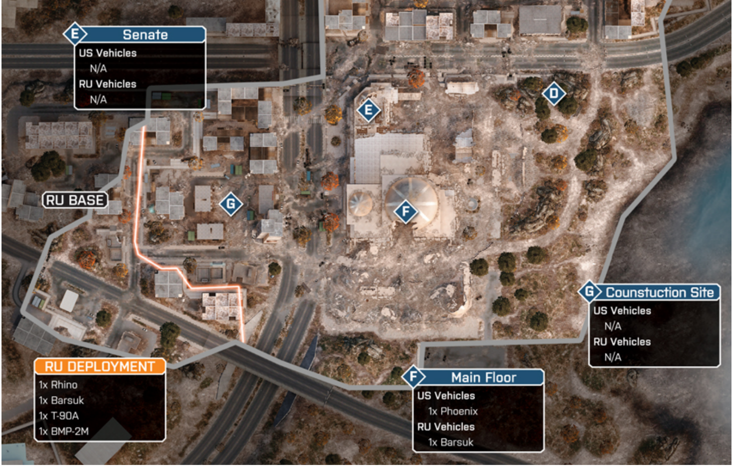
Control Point Assets

US Control	RU Control	Respawn Time
Phoenix (1)	Barsuk (1)	50 sec.

This is another control point located within Azadi Palace, on the south side of the map. Before the earthquake, this lavish foyer and its impressive domed roof greeted guests and dignitaries from around the world. But now the southern wall of the Palace has collapsed, leaving the Main Floor (E) exposed to the elements. The flag stands at the base of a large staircase leading to the second-floor promenade. With the exception of a few crates, there isn't much cover near the flag, which leaves attackers largely exposed while gathered within the capture radius. So consider capturing this flag from within a vehicle. A narrow dirt road cuts through the middle of the foyer, connecting the south and east sides of the palace. But even vehicles run the risk of getting ambushed here by defenders posted on the second floor. The second-floor walkway to the west of the flag is a popular overwatch position for defenders. The piles of rubble and perimeter arched doorways on the ground floor also offer plenty of sneaky spots for defenders to hide. So before approaching the flag, it's wise to secure the second floor. Although this control point is closest to the RU Base, the Main Floor (E) produces light vehicles for both teams that spawn outside the Palace to the south.

Conquest 64





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In this larger Conquest variant, the map gets even larger, with two more control points added to the south side of the map. The addition of these new control points significantly shifts the geographical balance of power in favor of the RU team. By locking down the Outpost (D), Senate (E), Main Floor (F), and Construction Site (G), the RU team can consolidate their forces on the south side of the map while draining the US team's ticket count. The US team still stands the best chance of maintaining control of the north side of the city, but holding the City Entrance (A), Market (B), and Downtown (C) is no longer sufficient to guarantee a win. So in addition to controlling the north half of the city, the US team must take the fight to the south side, and hopefully capture at least one more control point in the process. The Outpost (D), located on the east side of the Palace, is one of the most valuable control points on the map; it produces an extra tank for both teams. Therefore both teams should make an effort to capture and hold this vital control point. With up to three tanks and two IFVs patrolling the map at any given time, each squad should have at least one engineer ready to dish out damage and conduct repairs. With the exception of the Senate (E), vehicles play a crucial role in securing and defending the control points in this battle. So don't let the vehicles spawned back at your team's base gather dust—move them to the front lines where they can make a difference.

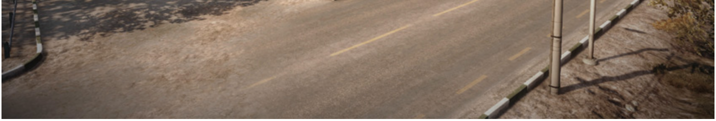
US Base

Base Assets

Name	Rhino	Phoenix	LAV-25	M1 Abrams
Quantity	1	1	1	1
Respawn Time	20 sec.	20 sec.	50 sec.	50 sec.

The US team deploys on the north side of the map, in the city outskirts. The vehicles spawned here play their most important role at the start of the match by serving as troop transports. Both the Rhino and Phoenix are capable of transporting three soldiers and the LAV-25 can carry six. Fill these vehicles to capacity and send the Rhino to the Market (B) while the Phoenix secures the Downtown (C) and the LAV-25 takes the Outpost (D). Meanwhile, the remaining infantry and M1 Abrams can follow these speedy vehicles into the city and capture the City Entrance (A). If the US team moves out fast, they stand a good chance of securing the three northern control points as well as the Outpost (D), thereby instantly draining the RU team's ticket count. By holding four out of the seven flags, the US team doesn't need to even approach the Palace. Instead, it's better to consolidate on the north side of the city. Post at least one vehicle at each control point and dig in for the rest of the match. As vehicles are destroyed, don't forget to spawn back at the US Base and move new vehicles to the front lines—keeping the M1 Abrams and LAV-25 in the fight is particularly important.

RU Base



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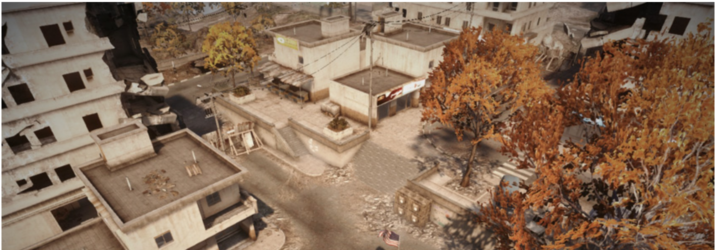
Base Assets				
Name	**Rhino**	**Barsuk**	**BMP-2M**	**T-90A**
Quantity	1	1	1	1
Respawn Time	20 sec.	20 sec.	50 sec.	50 sec.

Spawning from a gas station on the southwest edge of the city, the RU team begins the battle from a slight geographic advantage. Early on, the RU team should rush to secure the four control points on the south side of the map. So at the start of the battle, while a couple of squads secure the nearby Construction Site (G), the rest of the team should make an aggressive push toward the Main Floor (F), Senate (E), and Outpost (D). Use speedy vehicles like the Rhino and Barsuk to reach the distant Outpost (D) while the BMP-2M drops off troops at the Palace to secure the Main Floor (F) and Senate (E). If the RU team moves out quickly, they stand a good chance of locking down the south side of the map while bleeding the US team's ticket count. But don't expect the US team to completely forfeit the southern half of the map. Keep squads posted at each of the southern control points full-time. Also, keep moving new vehicles from the base to front line positions at the Palace and Outpost (D). Use tanks and the BMP-2M to cover the street on the north side of the Palace. Treat this street as a border, and engage any US units that attempt to cross it.

A: City Entrance



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The City Entrance (A) is a small plaza located on the north side of the city, only a few meters from the US Base. The US team stands a good chance of capturing this control point at the start of the match. However, the US team often takes this flag for granted and leaves it undefended. This gives RU squads an opportunity to sneak in and capture this control point, often without ever firing a shot. The flag is positioned in a small plaza flanked by several small buildings. The crates next to the flag offer adequate cover for infantry, but attackers should always watch for defenders posted in the buildings or on rooftops nearby. This control point is easiest for vehicles to access from the south or west. But in a pinch, vehicles can also traverse the wide staircase to the north—it's easier to drive down the stairs than it is to drive up them. Although the control point produces no vehicles for either team, it's still a location worth holding onto, so make sure at least one squad stays behind to guard it.

Tip

Use of the rooftops overlooking the City Entrance (A) and Market (B) to cover teammates as they capture the flag. Grenade launchers are very effective when engaging opponents below.

B: Market

The Market (B) is located just south of the City Entrance (A) and directly east of the Downtown (C), so it's a key piece of the control point triangle on the city's north side. Like the City Entrance (A), the control point produces no vehicles for either team. But that shouldn't deter either team from attempting to capture and hold this location. The flag is located in a small parking lot on the east side of an abandoned outdoor market. With the exception of a few damaged cars, there isn't much cover for infantry within the flag's capture radius. While infantry can approach the flag from any direction, vehicles can only enter the parking lot from the south—defending engineers should place mines at the parking lot's entrance. Since there aren't too many hiding spots near the flag, defenders should watch this area from the periphery, and take up positions in the building to the east or among the market stalls to the west. If the opposing team holds the Outpost (D), expect a constant flow of attacks from the south. Opponents spawning at the Outpost (D) have access to a tank, so engineers may be necessary when defending this flag.

C: Downtown

TRAVEL AGENT

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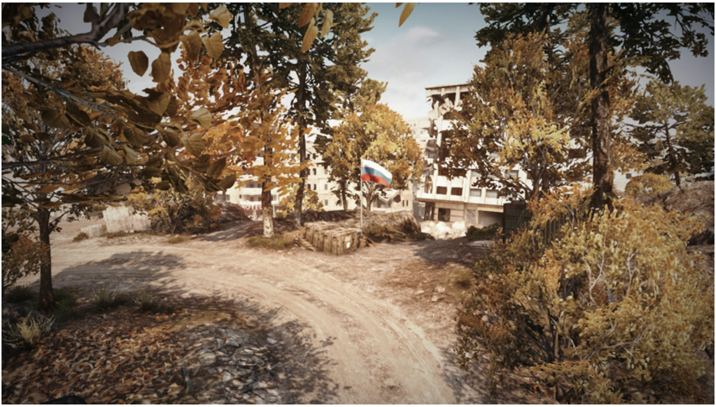
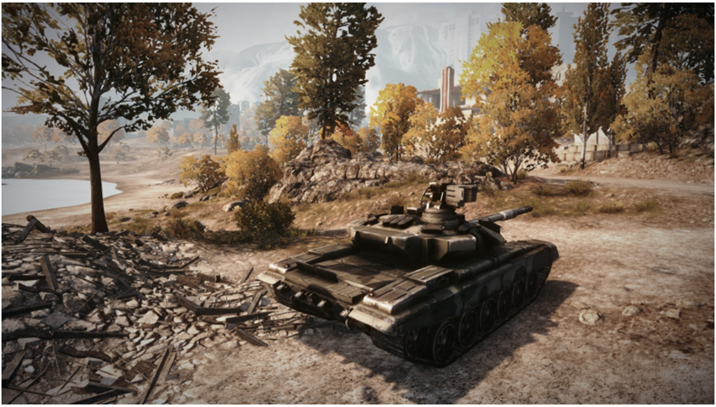
Control Point Assets		
US Control	**RU Control**	**Respawn Time**
Phoenix (1)	Barsuk (1)	50 sec.

The Downtown (C) control point is one of the most contested locations on the north side of the city. This area of the map serves as a bridge linking the north side of the city to the Palace in the south. So expect heavy traffic (and fighting) in the area between the Downtown (C) and Senate (E). The US should rush this location at the outset of the match and reinforce it with their M1 Abrams. Once captured, the control point is relatively easy to defend thanks to the exposed flag, which stands in the middle of a large plaza. A few crates and planters serve as the only cover within the flag's capture radius, which encompasses most of the plaza. So if you're on foot, take cover behind one of these objects and drop prone. Given the exposed nature of the flag, its often safer to capture this control point from within the confines of an armored vehicle—the steps on the south and east sides of the plaza can be traversed by vehicles. However, defenders posted in the abandoned storefronts on the west and north sides of the plaza have a clear view of the flag, and they can engage attackers from the buildings' dark interiors. So before racing to the flag, make an effort to secure the perimeter. Otherwise you're likely to get caught in an ambush. The control point produces a light vehicle for both teams; they spawning in the barricaded street to the west.

D: Outpost



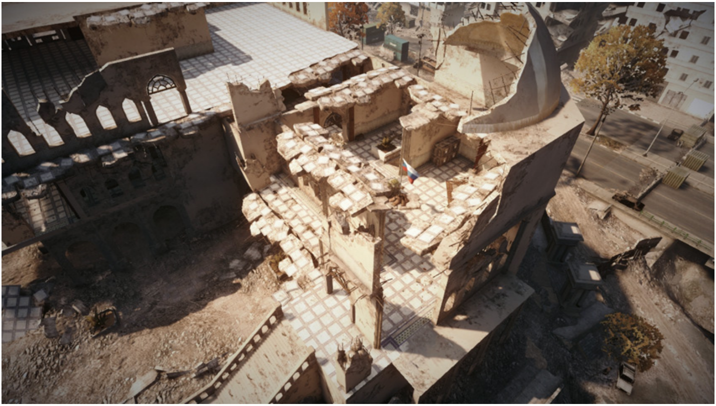


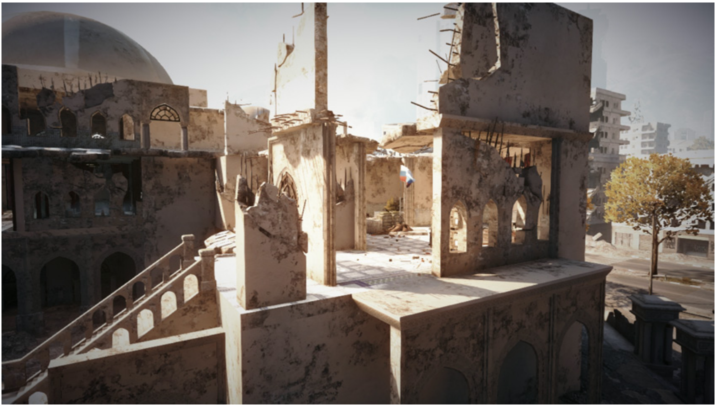
Control Point Assets

US Control	RU Control	Respawn Time
M1 Abrams (1)	T-90A (1)	50 sec.

The Outpost (D) is a rocky hilltop control point located directly east of Azadi Palace. Surrounded by tall trees and adjacent to a serene lake, this undeveloped area offers a nice change of scenery, free of rubble and destruction. But the great view isn't the only reason to secure this flag. The Outpost (D) is the only control point that produces an extra tank for each team. In a close match, gaining access to another tank can make a huge difference. So both teams should make an effort to capture and hold this location. The flag is positioned atop a rocky hill that is easily accessed by vehicles traveling along the dirt road on the south side. Although rocky, the north face of the hill features a narrow trail that infantry can climb to reach the top of the hill. The trees and a few crates clustered around the flagpole offer decent cover and concealment for infantry gathered within the flag's capture radius. The hilltop's elevation also makes it easy for defenders to spot incoming attacks, whether approaching from the Palace or the Market (B) to the north. If the opposing team holds the Market (B), consider taking up positions along the street to the north and ambushing the attackers as they scramble up the rocky north side of the hill.

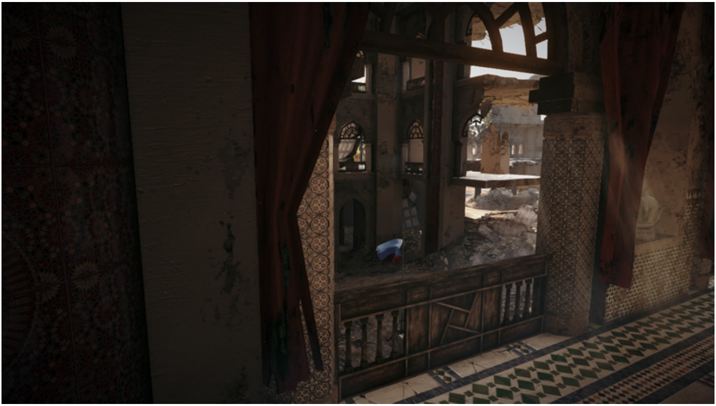
E: Senate





This control point is located in the moderately damaged north wing of Azadi Palace, on the second floor. What was once an ornate room frequented by politicians (and most recently tourists) has been transformed into a military outpost. The flag is positioned in the center of this small room. Therefore, expect most fighting here to take place at close range—PDWs and shotguns are well suited for these point-blank engagements. This room can only be accessed through three points: the large exterior staircase to the east, the narrow interior staircase to the south, and the arched doorway to the south. It's possible for light vehicles like the Phoenix, Barsuk, and Rhino to climb the exterior staircase to gain entry into this room. Tanks can climb the ramp on the east side of the palace, near the restaurant, and fire through the arched doorway. But the doorway is too narrow for a tank to fit in the room. While vehicle attacks are uncommon here, they're a possibility all defenders should prepare for. Once the flag is captured, one squad can adequately cover all three entry points, assisted by a T-UGS motion sensor and Claymores. When attacking here, avoid the staircases and advance from the restaurant to the south, also on the second floor. Attacking through the arched doorway on the south side of the flag is much safer than trudging up the stairs. Toss grenades and fire rockets through the doorway to soften-up any defenders near the flag before entering the room.

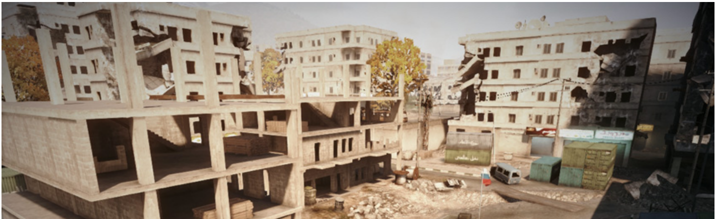
F: Main Floor



Control Point Assets		
US Control	**RU Control**	**Respawn Time**
Phoenix (1)	Barsuk (1)	50 sec.

This is another control point located within Azadi Palace, on the south side of the map. Before the earthquake, this lavish foyer and its impressive domed roof greeted guests and dignitaries from around the world. But now the southern wall of the Palace has collapsed, leaving the Main Floor (F) exposed to the elements. The flag stands at the base of a large staircase leading to the second-floor promenade. With the exception of a few crates, there isn't much cover near the flag, so attackers are largely exposed while gathered within the capture radius. So consider capturing this flag from within a vehicle. A narrow dirt road cuts through the middle of the foyer, connecting the south and east sides of the palace. But even vehicles run the risk of getting ambushed here by defenders posted on the second floor. The second-floor walkway to the west of the flag is a popular overwatch position for defenders. The piles of rubble and perimeter arched doorways on the ground floor also offer plenty of sneaky spots for defenders to hide. So before approaching the flag, it's wise to secure the second floor. Although this control point is closest to the RU Base, the Main Floor (F) produces light vehicles for both teams; they spawn outside the Palace to the south.

G: Construction Site



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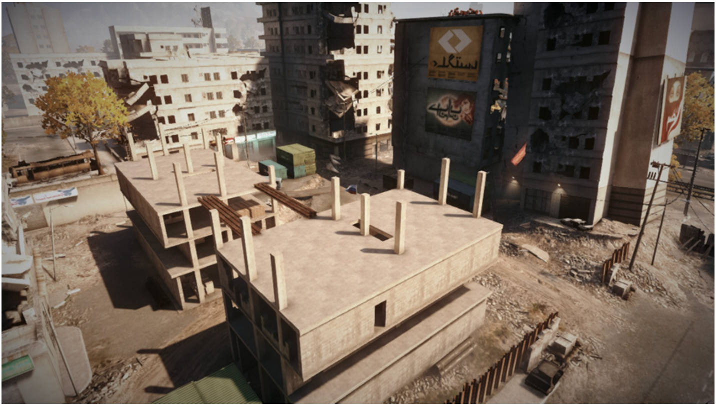
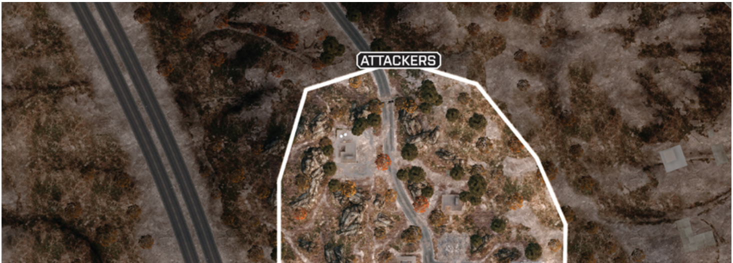
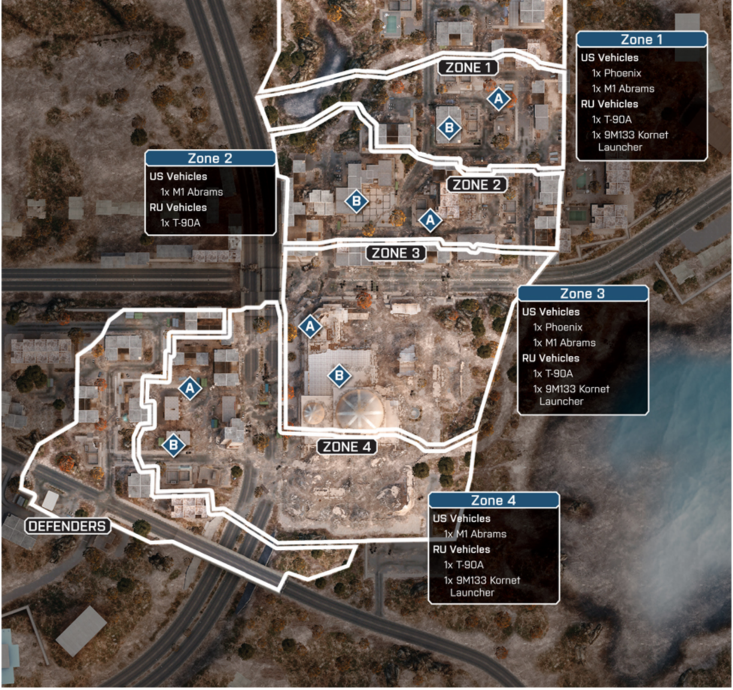


The Construction Site (G) is located in a residential area of the city directly west of the Palace. Because it is situated only a few meters from the RU Base, the RU team stands the best chance of capturing and controlling this location throughout the match. But given it's somewhat isolated position on the western side of the map, this control point is rarely defended, so US troops have the chance to sneak in and convert the flag without facing stiff resistance. However, the US team shouldn't expend many resources on holding this position for any significant amount of time. The Construction Site (G) produces no vehicles for either team, and given this control point's proximity to the RU Base, it's only a matter of time before the RU team strikes back with their tank and IFV. So, for the US team, it's best to capture the flag and move on to another control point. However, if the US team has managed to capture all seven flags, forming a defensive line at the Construction Site (G) can be an effective way to trap the RU team at their base. The two partially constructed buildings west of the flag have fared much better than the surrounding structures, and infantry can access all three floors. With so many elevated overwatch positions within these two buildings, the flag is safest to capture from within a tank or IFV. Still, troops on the ground can find some cover within the capture radius by ducking down behind the crates next to the flag.

Rush

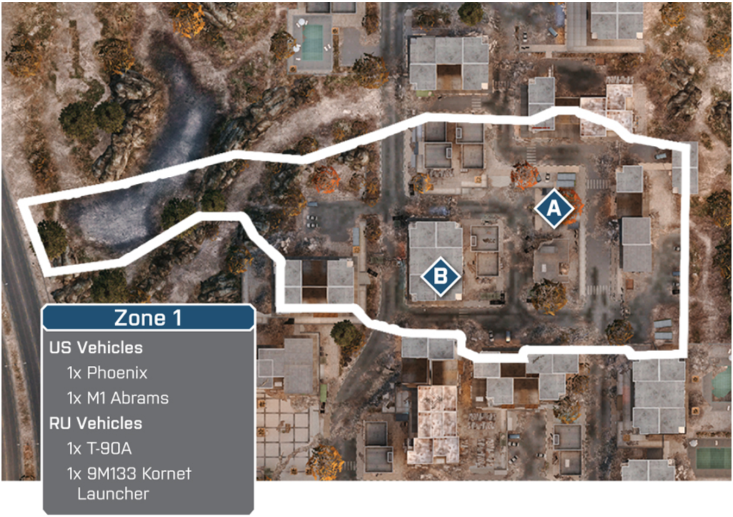




Click here for interactive maps

This sprawling Rush battle tests the urban combat tactics and skills of both teams as they fight for control Azadi Palace and the surrounding neighborhoods. The battle is spread across four zones, starting at the City Entrance before progressing to the Downtown, the Azadi Palace, and the Construction Site. Throughout the course of the battle each team maintains access to one tank. In most cases, these tanks cancel each other out, leaving it up to the infantry to do the heavy lifting. But a good tank crew supported by Repair Tool-toting engineers can make a big difference in this battle. So never write off the effectiveness of these powerful vehicles when it comes to holding or taking ground. Field a few of engineers to repair your team's tank and assist in taking out the opposing team's tank by firing rockets and placing mines. Due to the cut-up nature of the damaged city, infantry combat takes place at various ranges, depending on the zone. The versatile carbines and assault rifles are ideal for engaging threats at any range. But when the battle shifts to Azadi Palace's interior during the third phase, consider switching to a PDW or shotgun.

Zone 1: City Entrance



Zone 1

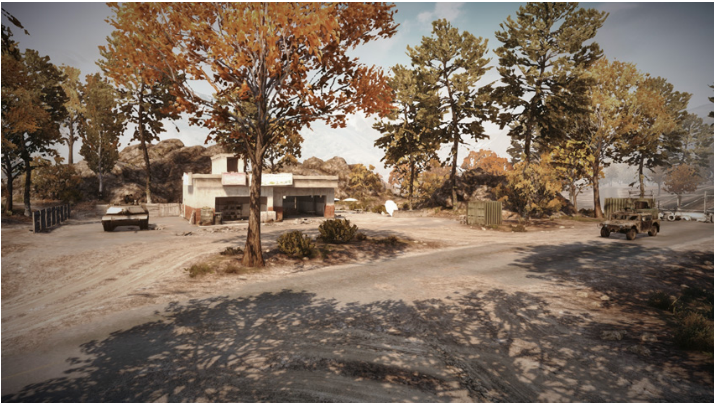
US Vehicles

- 1x Phoenix
- 1x M1 Abrams

RU Vehicles

- 1x T-90A
- 1x 9M133 Kornet Launcher

US Deployment



Name	Phoenix	M1 Abrams
Quantity	1	1
Respawn Time	30 sec.	30 sec.

At the start of the battle the US team deploys on the north side of the city, along with a Phoenix and M1 Abrams. The distance between this deployment area and the objectives makes it tough for the US team to rush the M-COM stations at the start of the match. The Phoenix stands the best chance of swiftly transporting a few troops into the city. Consider using this vehicle to transport troops to M-COM Station B and attacking through the building from the west. But the majority of the team must attack the objective at the City Entrance on foot. Make an effort to occupy the buildings on the north and east sides of the plaza where M-COM Station A is positioned. Place Radio Beacons in these buildings to maintain a spawn point close to the objectives. The priority of the M1 Abrams is to counter the RU team's T-90A. A few engineers can assist in this task. But when the M1 Abrams isn't busy dueling the T-90A, use it to overwhelm defenders around M-COM Station A. Just watch out for the Kornet launcher directly south of the City Entrance.

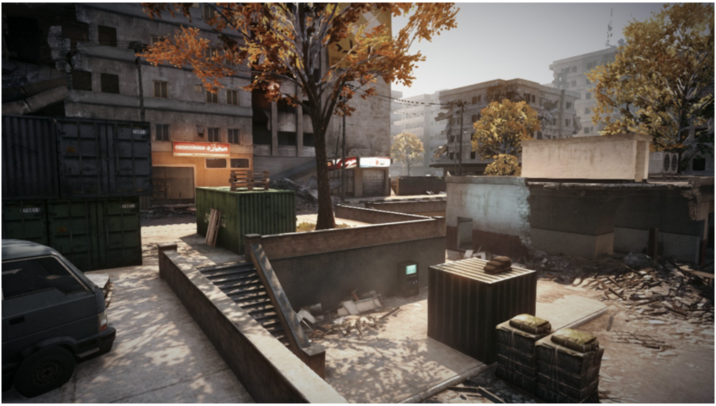
RU Deployment

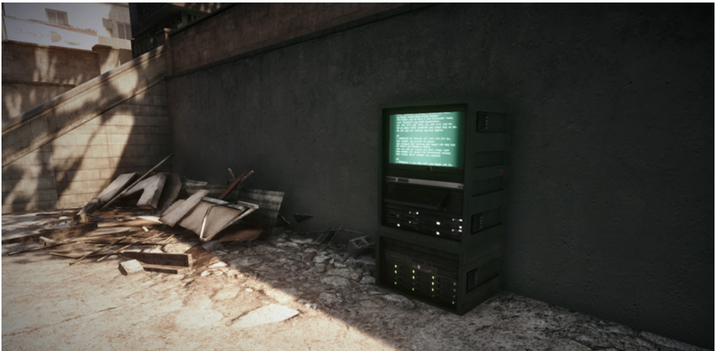
Deployment Area Assets

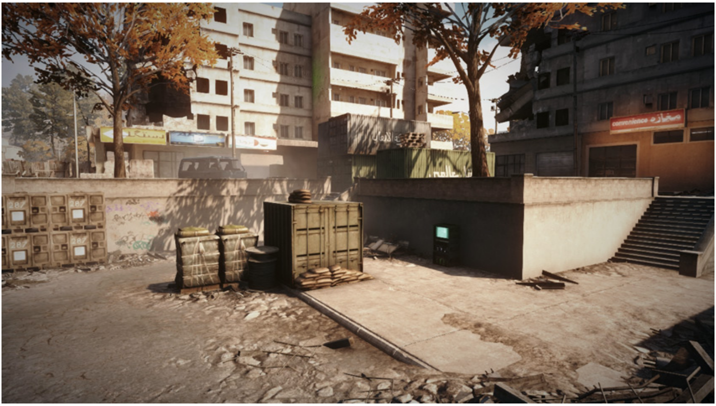
Name	T-90A	9M133 Kornet Launcher
Quantity	1	1
Respawn Time	50 sec.	10 sec.

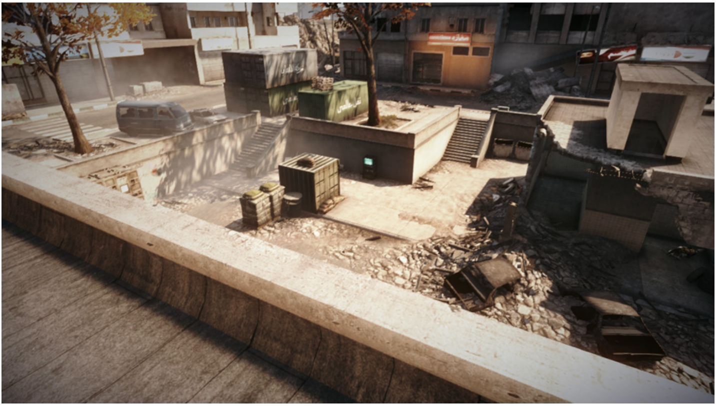
Unlike most initial phases during Rush matches, the RU defenders have a good chance of securing both objectives before the US attackers arrive. Deploying from the nearby Market to the south defenders spawning here still need to sprint north to establish their defenses. Rush to secure the buildings on the north side of the City Entrance and engage the attackers as they trickle into the city—the goal is to prevent the US team from gaining a solid foothold within the city. It's a good idea to utilize squad spawning and Radio Beacons to maintain a presence close to the objectives. Meanwhile, get the T-90A into the action by positioning it along the road west of M-COM Station B. From here, the T-90A can ambush the US team's M1 Abrams and Phoenix as they race into the city from the north. But make sure the T-90A is supported by a dedicated group of engineers ready to perform repairs. While blocking the US team from entering the city is a good strategy, keep at least one squad posted around each objective to counter breakthrough attacks by US infantry.

M-COM Station A









M-COM Station A is located in the small plaza at the City Entrance. Given the exposed nature of this objective, the US attackers must thoroughly secure the surrounding area before attempting to set a charge. The buildings to the south and west are popular overwatch positions for defenders—even the rooftops of these buildings are accessible and give defenders a great vantage point. Vehicles can approach the objective from the streets to the west and south, or from the wide staircase to the north. Defending engineers should consider mining the area around the objective as well as manning the Kornet launcher directly to the south. If infantry attacks fail, the US team may need to rely on their M1 Abrams to overwhelm the defenders here by bombarding the surrounding buildings. At the very least, the M1 Abrams can serve as a deterrent, giving infantry just enough time to rush in and set a charge. Whether arming or disarming a charge here, deploy smoke on the objective for some added concealment amidst the chaos.

M-COM Station B

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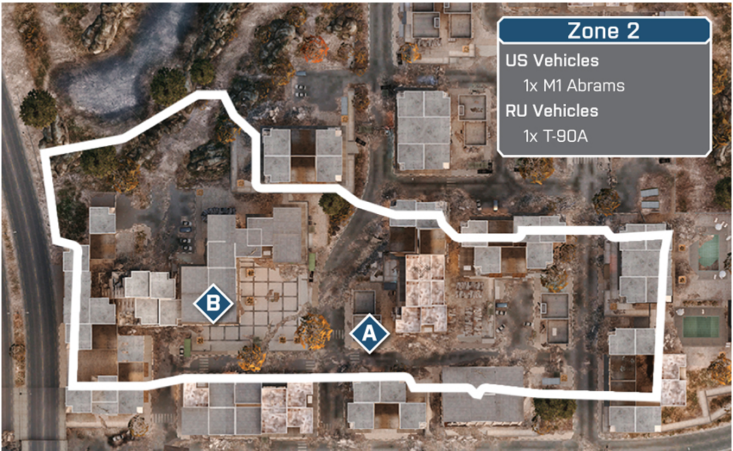
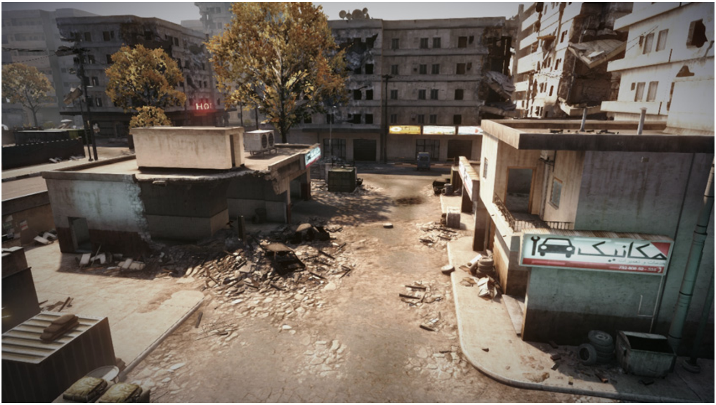
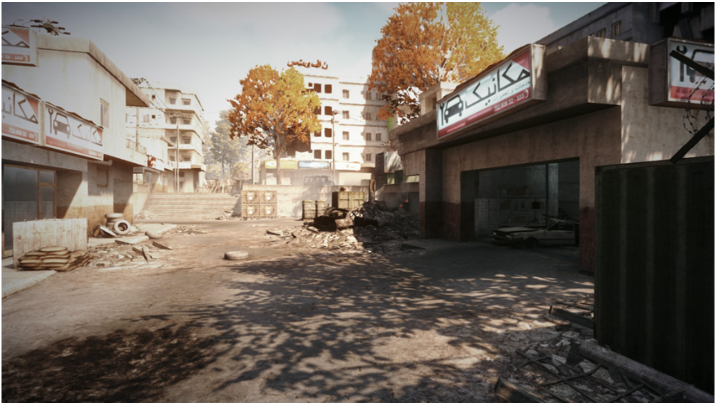
Located on the ground floor of an apartment building to the west of the City Entrance, M-COM Station B is a tough objective to attack and defend, and attempts often lead to heavy casualties for both sides. There are only two entry points into this building: on the east and west sides. For the attackers, the western entrance is the safest route, as it allows infantry to approach the objective from within the building's interior. However, expect heavy close-quarter fighting while pushing through the narrow corridors and doorways—PDWs, shotguns, and grenades dominate here. The eastern entrance is only accessible through a narrow alley. Attackers should approach from this side only when attempting to encircle the defenders in a pincer maneuver, hitting them simultaneously from the east and west. Like the attackers, the defenders should rely on close-quarter weapons as well as booby traps and T-UGS motion sensors. It's also important to constantly monitor the western entrance and eastern alley, preventing the attackers from gaining entry.

Zone 2: Downtown



US Deployment





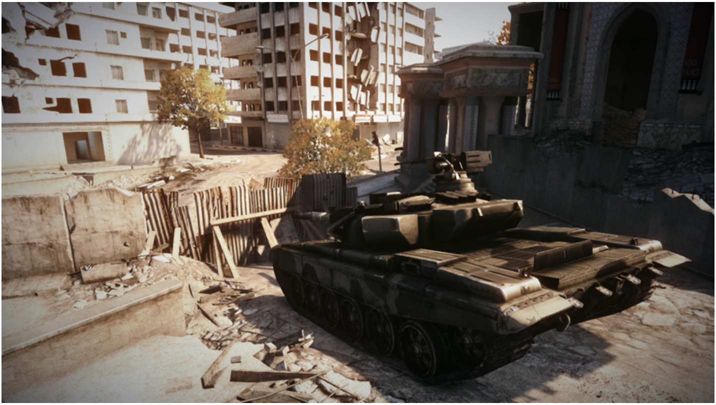
Deployment Area Assets

Name	M1 Abrams
Quantity	1
Respawn Time	30 sec.

After taking out the first set of objectives, the US deployment area shifts to the City Entrance. While all infantry spawn at the City Entrance, the M1 Abrams still spawns back at the original deployment area to the north. Access this vehicle directly from the spawn screen instead of hiking back to the previous area. The next objectives are located at the Downtown area to the west. Instead of making a beeline for the M-COM station, establish a presence in the Market to south, and deploy Radio Beacons to maintain a spawn point in this area. From the Market, it's easy to sneak up on M-COM Station A and flank it from the east. Flank attacks are also effective against M-COM Station B. Instead of sprinting across the exposed plaza, sneak in from the west side and secure the surrounding storefronts before attempting to set a charge. While infantry fight for control around both objectives, get the M1 Abrams into the fight by approaching the Downtown from the east—this is a great way to flank the RU team's T-90A, which is usually posted in the street between the objectives.

RU Deployment

convenience



Deployment Area Assets

Name	T-90A
Quantity	1
Respawn Time	50 sec.

Following the loss of the objectives at the City Entrance, the RU team deploys in the street north of the Palace in preparation for the next phase of the battle. At the start of this phase, the RU team gets a few extra seconds to make their defensive preparations before the US team can enter the Downtown area. Use this time to rush troops to each objective. Given its close proximity to the US deployment area at the City Entrance, M-COM Station A is likely to come under attack first. So move infantry into the surrounding buildings and watch for enemy movement in the Market to the east. Meanwhile, secure the plaza where M-COM Station B is located by occupying the surrounding storefronts. Position the T-90A in the street between the two objectives. From here it can cover the northern approach (most likely traveled by the M1 Abrams) as well as respond to attacks on either objective. Engineers must support the T-90A by performing repairs and attacking the M1 Abrams with rocket launchers and mines. Keeping the T-90A in the fight is the key to holding out for a victory here.

M-COM Station A

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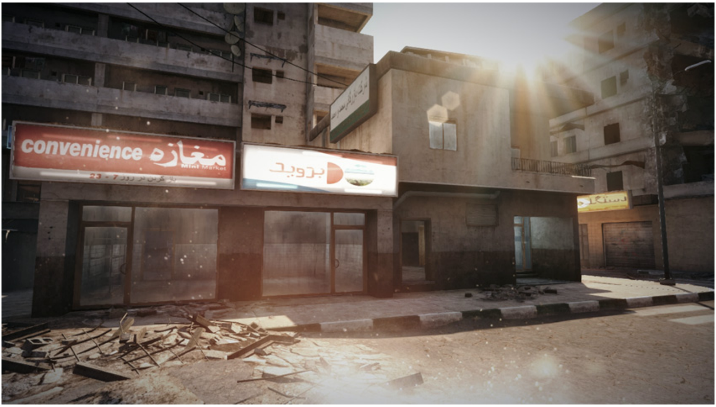
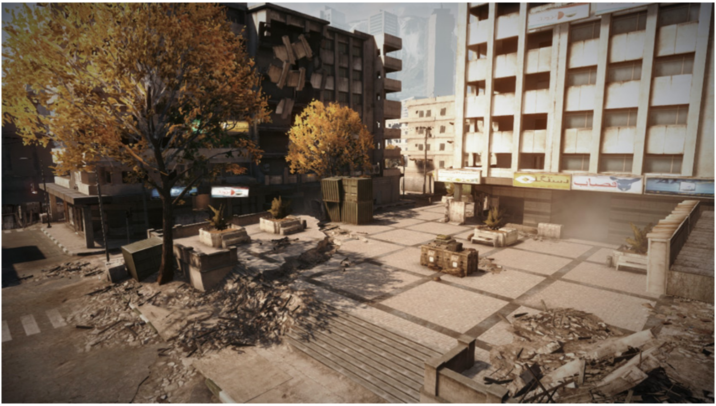
convenience



M-COM Station A is housed within the ground floor of a residence across the street from the Downtown plaza. The US attackers are likely to advance against this objective first at the start of this phase, so the RU defenders must act quickly to secure this location. The building can be accessed via doorways on the western and eastern sides. Initially, US troops are likely to approach from the eastern alley, so defending troops should cover this side, perhaps extending patrols into the Market to the east as well. But as the battle progresses, defenders should also watch for opponents approaching from the street on the west side. When arming or disarming this objective, always stay on the east side and use the actual M-COM station for cover. The glass doorway to the west leaves the objective completely exposed to opponents positioned in the plaza across the street.

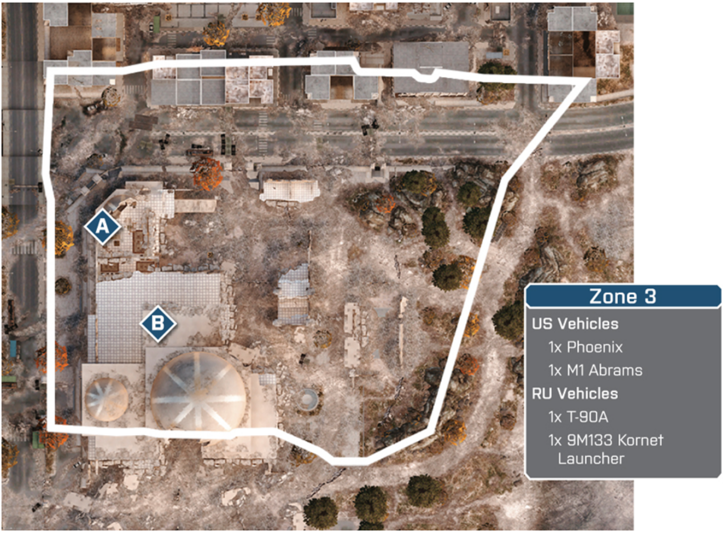
M-COM Station B



Bakmani's Vega Oasis

This objective is located inside the small abandoned hookah bar on the west side of the plaza. For the attackers, the biggest danger here is crossing the open plaza from the east. However, the north and west sides of the Downtown area are completely open, and they allow for safer flanking attacks. It's best to approach from the north side, cutting through the narrow alley adjacent to the hookah bar—always toss a grenade through the window before entering to detonate any booby traps left behind by defenders. While flanking attacks from the north or west aren't common, defenders should prepare for the possibility—place T-UGS motion sensors in the alley north of the objective to detect enemy movement in this area. Otherwise, M-COM Station B is relatively easy to defend. Position troops in the hookah bar and in the storefront on the north side of the plaza to catch attackers in a deadly crossfire.

Zone 3: Azadi Palace

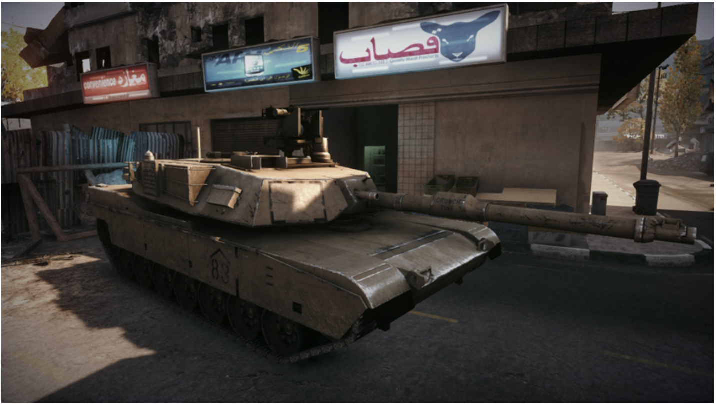


Zone 3

US Vehicles
1x Phoenix
1x M1 Abrams

RU Vehicles
1x T-90A
1x 9M133 Kornet Launcher

US Deployment



Deployment Area Assets

Name	Phoenix	M1 Abrams
Quantity	1	1
Respawn Time	30 sec.	30 sec.

In this phase of the battle, the US team deploys from Downtown in preparation for their assault on the objectives at Azadi Palace to the south. The US team maintains access to an M1 Abrams that spawns in the street to the north, as well as a Phoenix that deploys from the street near the Marker to the east—both vehicles can be accessed directly from the spawn screen. Since both objectives are located on the second floor of the Palace, the vehicles play a limited role during this phase. However, their weapons can come in handy for securing the street on the north side of the Palace allowing troops to cross without getting picked off by defenders. As usual, the M1 Abrams should prioritize hunting down and destroying the RU team's T-90A. If positioned near the Outpost to the east, the M1 Abrams can shell the Palace from a safe distance. Just watch out for incoming fire from the Kornet launcher posted on the east side of the Palace. While the M1 Abrams and Phoenix provide covering fire, infantry should rush into the Palace and secure a foothold in the north wing before making a move on either objective upstairs.

RU Deployment

Deployment Area Assets		
Name	**T-90A**	**9M133 Kornet Launcher**
Quantity	1	1
Respawn Time	50 sec.	10 sec.

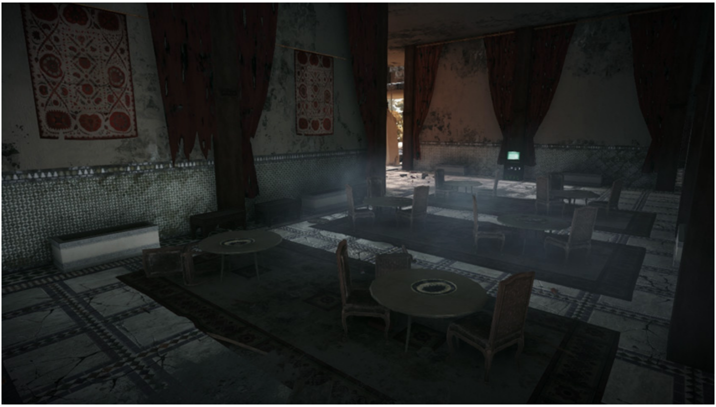
The Palace is by far the RU team's most defensible position in this battle. Defenders have a good chance of holding out here for a win. Deploying from the heavily damaged south side of the Palace near the Main Floor, defending troops have just enough time to rush upstairs and secure the objectives before the US attackers arrive. Ideally, all that the RU team needs to do is defend the second floor. This means covering all stairways and ramps. The fighting on the second floor often takes place at close and intermediate ranges, so choose your weapons accordingly. The T-90A isn't of much use when it comes to defending the objectives, but it can still help secure the Palace. Position it in the street on the north side of the Palace and use its weapons to engage opponents rushing in from Downtown—this street offers long sight lines, so the tank's machine guns can pick off infantry from long range. The T-90A is also the best tool for countering the US team's M1 Abrams and Phoenix.

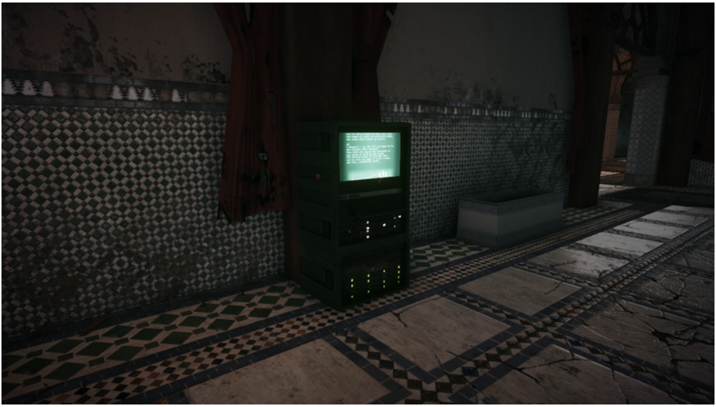
M-COM Station A

AZADI PALACE
Floor 3
No visitor access
Floor 2
Exhibition Room A
Restaurant
Main Floor
Reception
Wardrobe
Lobby

M-COM Station A is located in the Senate room, on the second floor of the Palace's north wing. The objective is positioned against a wall in this small room, which is accessible only by infantry. Therefore, expect most fighting here to take place at close range—PDWs and shotguns are well suited for these point-blank engagements. This room can be accessed only through three points: the large exterior staircase to the east, the narrow interior staircase to the south, and the arched doorway to the south. One squad can adequately cover all three entry points, if assisted by a T-UGS motion sensor and Claymores. When attacking here, avoid the staircases and advance from the restaurant to the south, which is also on the second floor. Attacking through the arched doorway to the south is much safer than trudging up the stairs. Toss grenades and fire rockets through the doorway to soften up any defenders near the objective before entering the room.

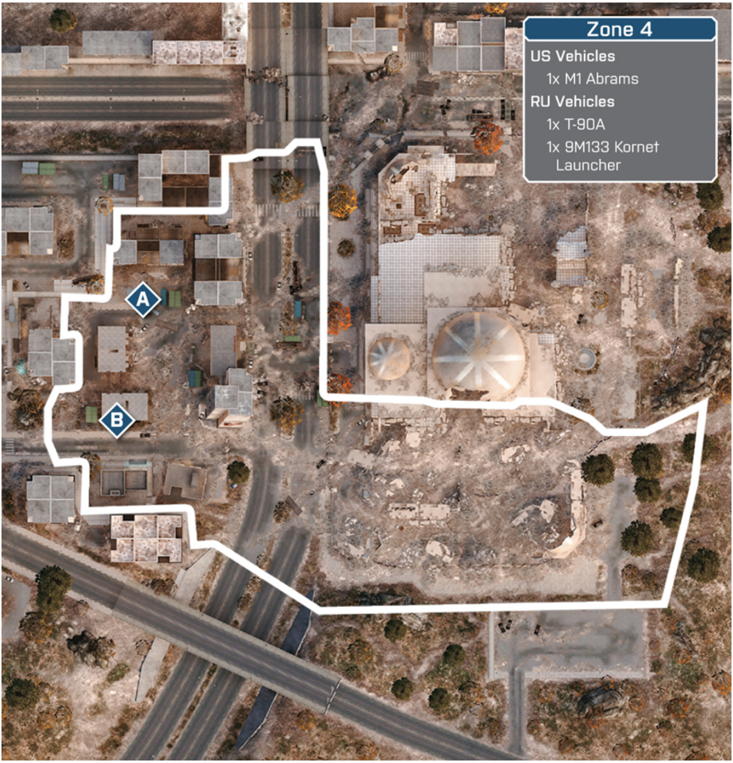
M-COM Station B





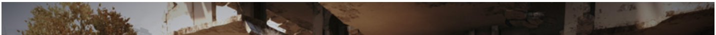
Located only a few meters south of M-COM Station A, this objective is positioned on the Palace's second floor restaurant. Like the Senate room, the key to defending the restaurant is locking down the various staircases and ramps leading to the second floor. The earthquake has collapsed a large portion of the Palace's eastern wing, leaving a long piece of floor to serve as a ramp on the east side—this ramp is the most direct approach to the restaurant. Instead of looking for the quickest way to reach the objective, attackers should exploit areas of the Palace that the defenders have overlooked, such as the large staircase at the Main Floor, to the south, or the various internal staircases, like the one to the north. But simply gaining access to the second floor is only part of challenge. Once inside the Palace, expect stiff resistance around the objective—Laser Sights and Tactical Lights are ideal for blinding opponents in the dimly lit restaurant and adjoining corridors.

Zone 4: Construction Site



US Deployment

AZADI PALACE



Deployment Area Assets

Name	M1 Abrams
Quantity	1
Respawn Time	30 sec.

Victory is close at hand for the US team at the start of this phase. But don't celebrate just yet—two more M-COM stations await at the Construction Site to the west. In this final phase, the US team deploys from the Palace along with one M1 Abrams that spawns on the east side near the fountain. Unlike the previous phase, the M1 Abrams once again plays a pivotal role in attacking the objectives. Before the US team's infantry can reach the Construction Site, they must first cross the street on the west side of the Palace. Use the M1 Abrams to aid in this crossing by providing covering fire and countering the RU team's T-90A. Once across the street, the US attackers should establish a presence on the north and south sides of the Construction Sites, and use squad spawning and Radio Beacons to apply consistent pressure against each objective. Driving the M1 Abrams into the center of the Construction Site can serve as a distraction, but don't expect it to last long. Still, the M1 Abrams may create just enough chaos to give infantry the opportunity they need to set charges on both objectives.

RU Deployment

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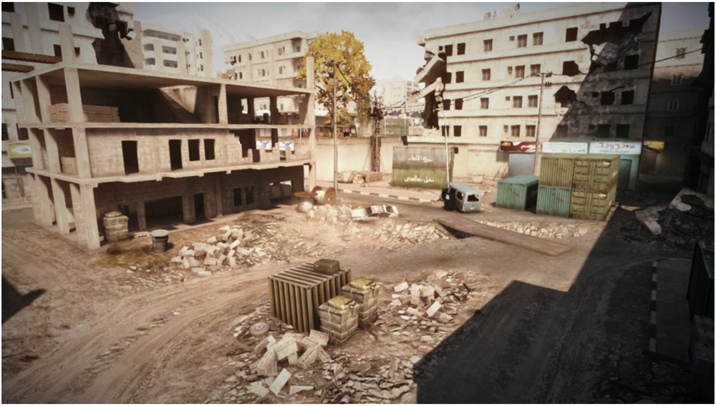
Deployment Area Assets

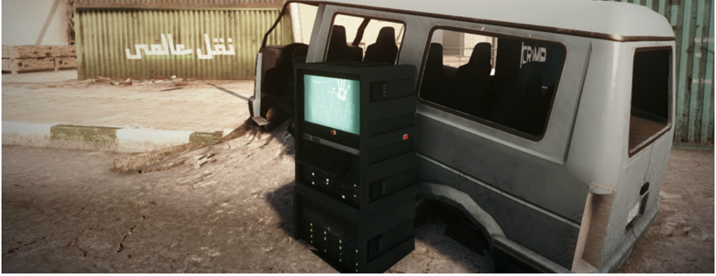
Name	T-90A	9M133 Kornet Launcher
Quantity	1	1
Respawn Time	50 sec.	10 sec.

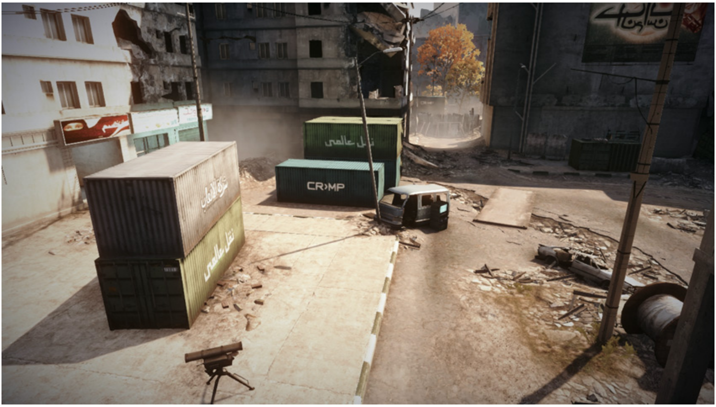
Defending the objectives at the Construction Site is the last chance the RU team has at holding out for a win in this battle. Fortunately, the defenders have a few extra seconds to get into position before the US team arrives. Use this time wisely and take up positions in the two partially constructed buildings on the west side of the site. The upper floors of these buildings offer a great view of the area. Place Radio Beacons on the second and third floors of these buildings to give your team a spawn point close to the objectives. In addition to covering the objectives, take the fight into the street to the east, intercepting the attackers before they can get a foothold at the Construction Site. The T-90A is particularly effective when positioned along this street—use its devastating weapons to ambush enemy troops and the M1 Abrams as they exit the Palace. Pinning the attackers at the Palace is a great way to kill the US team's momentum. But when laying siege to the Palace, make sure at least two squads stay back and guard the two M-COM stations.

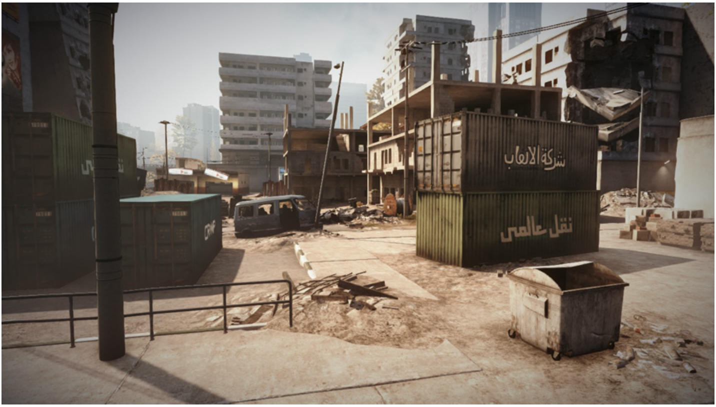
M-COM Station A



شركة الالعاب
TRAVEL AGENT



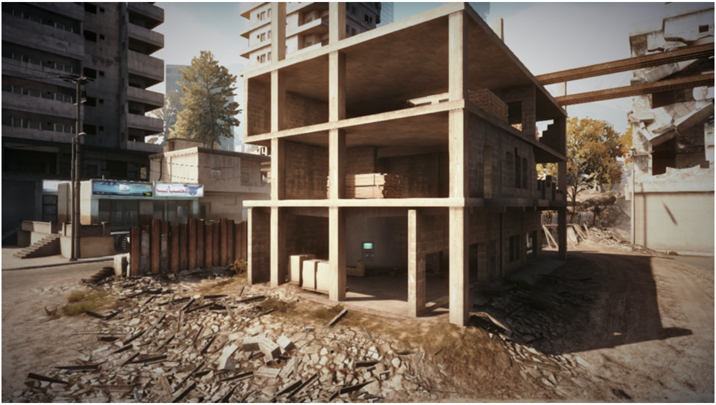


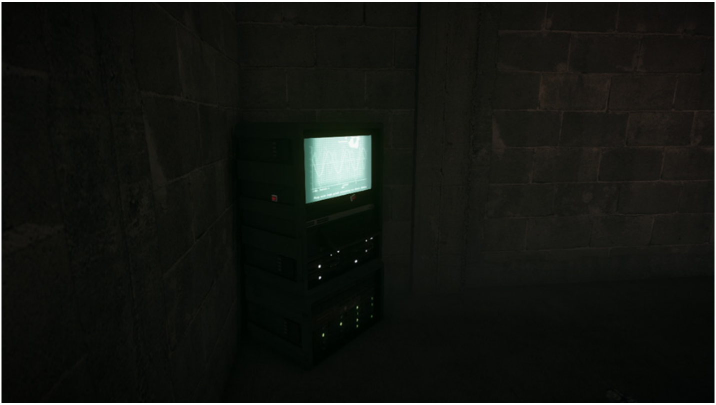


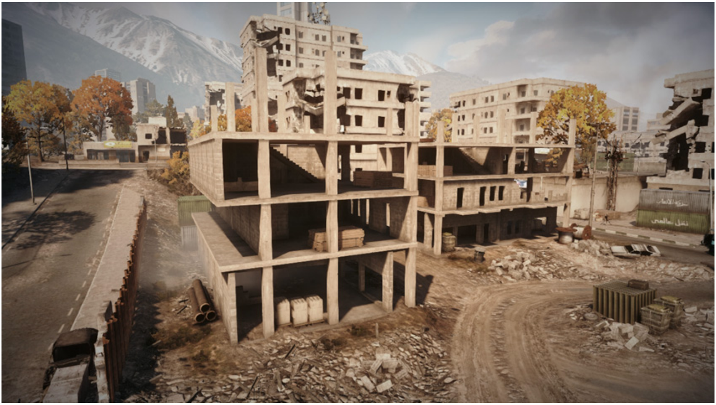
Propped against a wrecked van in the middle of the Construction Site, M-COM Station A is very exposed. So before the US attackers even consider approaching it, they should sweep the two buildings to the west. The upper floors of these two buildings offer clear sight lines of the objective, allowing defending sharpshooters to pick off anyone tampering with the M-

COM station. By clearing out these two buildings, the attackers not only eliminate defenders, but they also gain a solid foothold in the Construction Site—immediately deploy Radio Beacons to maintain spawn points in the area. Given the exposed nature of this objective, also deploy smoke whether you're attempting to arm or disarm a charge. Alternately, park a tank right next to the objective to provide some cover; use it as a mobile wall of steel. However, when driving a tank in this area, be mindful of the nearby Kornet launcher—don't expose your tank's weak rear armor to this stationary weapon.

M-COM Station B

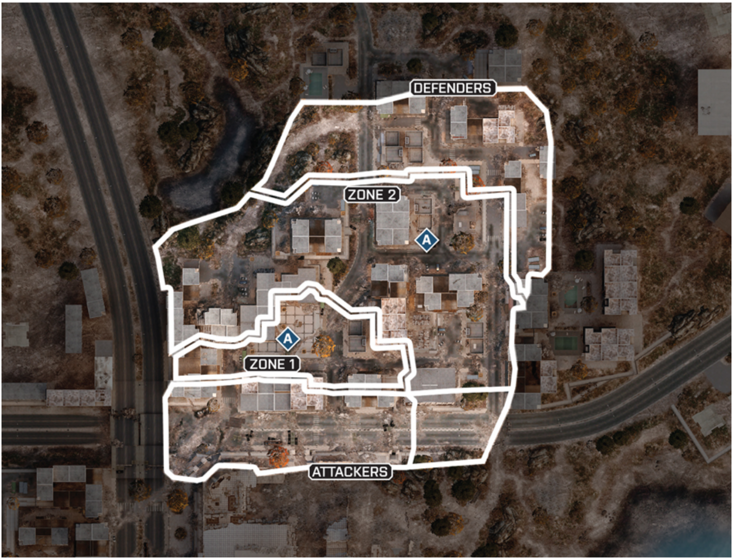






M-COM Station B is housed within in the partially constructed building on the south side of the Construction Site. Although the objective is somewhat sheltered, its position on the first floor makes it extremely vulnerable to attacks. Attackers slipping in from the south can often sneak up on this objective without being detected. Even defenders posted on the upper floors of these two buildings won't be able to detect enemy movement down here. Therefore, the RU defenders should place T-UGS motion sensors around the objective so they can respond to such incursions. Due to the building's lack of perimeter walls, the objective can also be monitored from multiple angles—infantry positioned on the north side of the Construction Site can easily pick off opponents tampering with the objective. So if smoke is available, deploy it on the objective before arming or disarming a charge to avoid getting hit from long range.

Squad Rush



Click here for interactive maps

In both phases of this small-scale Rush battle, the defending squad has the definitive upper hand because they are capable of watching both objectives from a variety of top-notch overwatch positions. As a result, the attacking squad must forget about attempting a frontal assault and look for opportunities to flank. As in any Squad Rush match, gathering intel is crucial for both squads, so be ready to deploy T-UGS motion sensors and MAVs to detect your opponents and direct squad mates. Given the long sight lines at the Downtown plaza, both assault and sniper rifles are effective during the first phase. But when the battle shifts to the City Entrance, consider downsizing to carbines and PDWs.

Zone 1

TRAVEL AGENT

convenience

Positioned in the center of the Downtown plaza, the first objective is completely exposed, which poses a serious challenge for the attacking squad. All the defending squad has to do here is camp the objective and wait for the attackers to show up. There are several great overwatch positions on the perimeter of the plaza, including the storefronts to the north and west, as well as the rooftop across the street to the east. Take up positions at each spot to catch the attackers in a deadly crossfire. When attacking here, steer clear of the plaza until you can establish a foothold nearby, preferably within the building to the east. Securing this building not only allows you to take advantage of the rooftop overwatch position, but also the interior is a great spot to deploy a Radio Beacon to give your team a spawn point across the street from the objective. Use this building as a forward base while hunting down the remaining defenders, who are most likely hiding in the storefronts.

Zone 2

مکانیک
مکانیک
convenience مغازه
مکانیک
مکانیک

The second M-COM station is located near the City Entrance, positioned next to a large, green shipping container. The area around this objective offers a bit more cover for the attacking team. However, look for opportunities to take the defending squad by surprise. Instead of attacking from the south, flank the City Entrance from the north or west. The defending squad has the best line of sight on this objective from the two rooftops to the north and east. So infiltrate these two buildings and clear them out before making a move on the objective. If you don’t, you run the risk of walking into the defending squad’s trap. To prevent such flanking attacks, the defending squad should rely on T-UGS motion sensors or a MAV to detect the attacking squad before it’s too late.

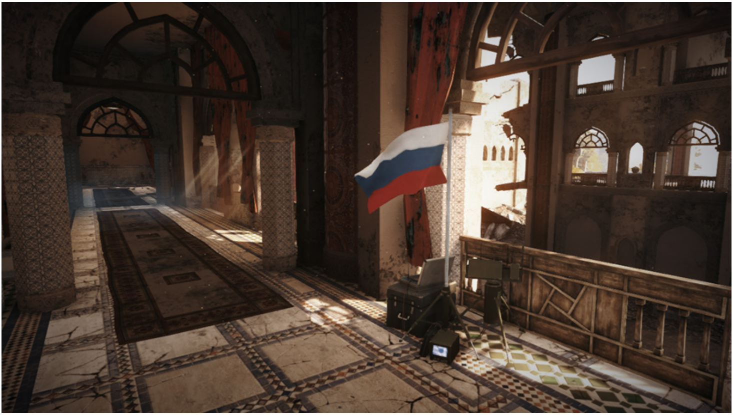
Scavenger

Click here for interactive maps

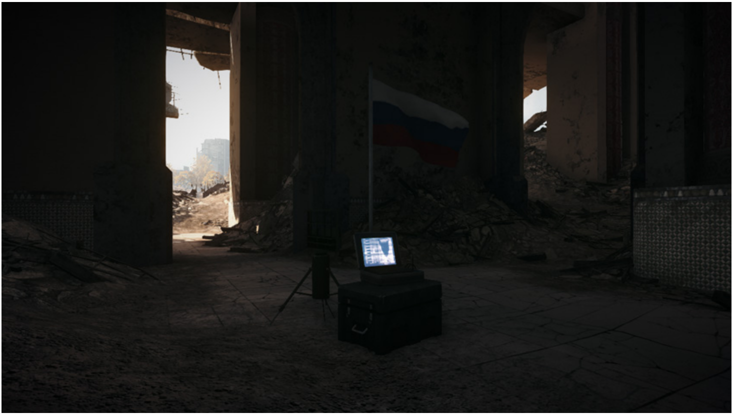
Flag A

Flag B

Flag C



Flag D



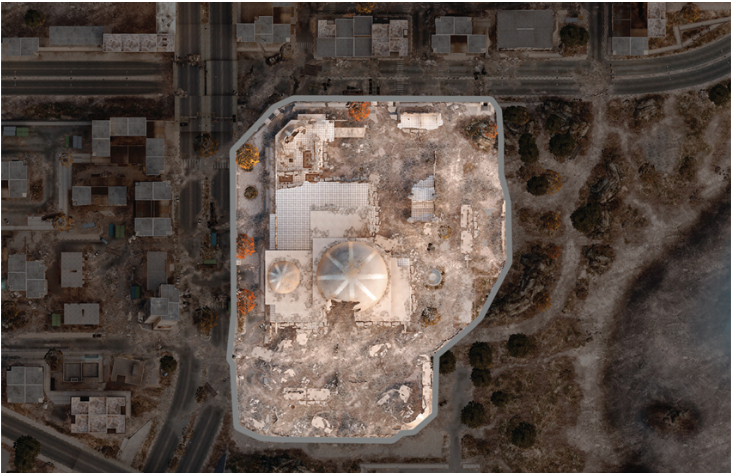
Flag E

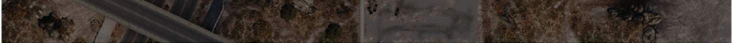
AZADI PALACE
7.62-56
1.4

Ammo Crate

During this game mode, the action is restricted to the area around the Palace. Like any Conquest match, the goal here is to capture and hold as many flags as possible while scouring the map for weapons. Your team can impose a drain on the opposing team's ticket count by holding three or more flags. Since most of the map's level 2 and 3 weapons are located on the second floor of the palace, it's a good idea to center your team's defenses around flags B and D. Flag C, on the first floor the palace, is another worthwhile position to hold. By consolidating your forces at flags B, C, and D, you create a strong line of defense along the west side of the map. However, if you're looking to secure the ammo crate, it's a good idea to make a move for flag A as well. The ammo crate, west of flag A, sees plenty of traffic; it's a popular ambush point. So exercise caution when moving through this area. Sometimes you're better off grabbing a new weapon than trying to secure fresh magazines.

Gun Master

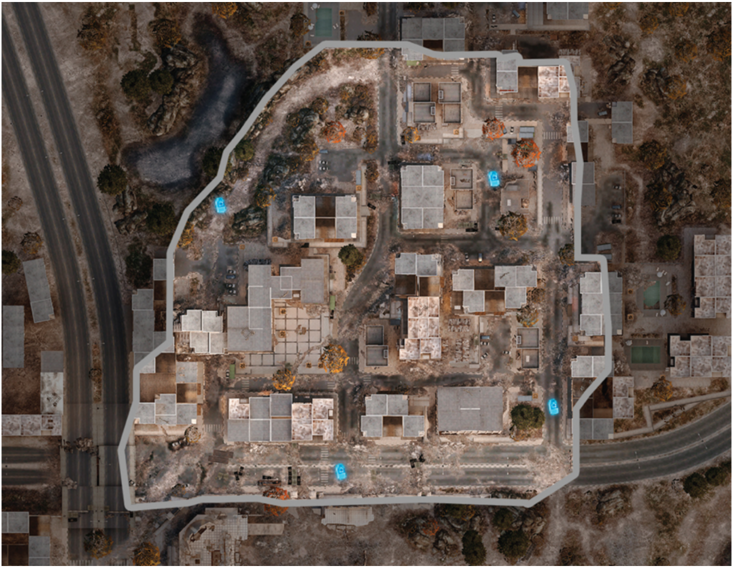




Click here for interactive maps

As in Scavenger mode, the action in Gun Master takes place at Azadi Palace, which offers a wide mix of interior and outdoor environments in a relatively compact area. When starting the match with pistols, any area of the map is suitable to score your first kills, including the Palace's rubble-filled grounds outside. But as the match progresses and opponents gain access to more powerful weapons, consider moving indoors, particularly once you graduate to PDWs and shotguns—the dark, narrow corridors on the Palace's first floor are ideal for these close-quarter weapons. Take the fight upstairs when you gain access to carbines and assault rifles. The larger rooms and wider corridors on the second floor give you more opportunities to engage opponents at intermediate ranges. When it's time to bring out the sniper rifles, consider moving outdoors, preferably along the east side of the Palace to pick off opponents running around the middle of the map. The second floor promenade overlooking the Main Floor is also a good spot to score some long-range kills. Finally, return to the first-floor corridors when you're tasked with scoring kills with explosives and the knife—the cramped, dim halls make it relatively easy to sneak up on opponents. Just make sure a teammate is nearby to watch your back.

Squad Deathmatch



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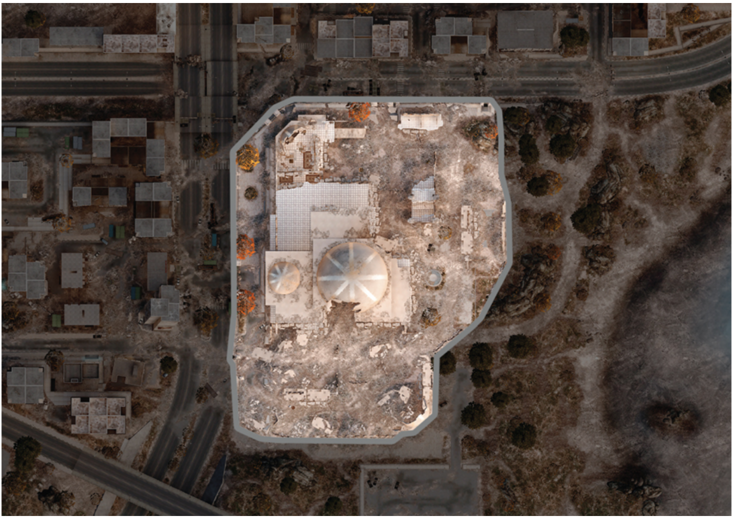
In this game mode, the fighting is centered around the north side of the city, forcing squads to traverse the debris-strewn streets and alleyways in search of prey. In the majority of matches, the fighting gravitates toward the Downtown area and nearby plaza. Depending on your squad's skill level and comfort in a chaotic environment, the Downtown area may be a good place to avoid. Instead, patrol the area on the east side of the map, moving between the City Entrance and Market. There are several accessible buildings in this area that your squad can use as a miniature base. If you prefer to stay in one spot, consider holing up in one of these buildings and ambushing enemy squads as they pass nearby. The four potential IFV spawn points are located on the perimeter of the map, with two on the north side and two on the south side. If your squad manages to get access to an IFV, avoid charging through the city's center. Instead, stick to the streets along the perimeter of the map. The street on the south side of the map offers some long sight lines where the IFV's weapons are very effective. Just keep your distance from enemy squads to avoid getting hammered by incoming rockets or C4.

Team Deathmatch



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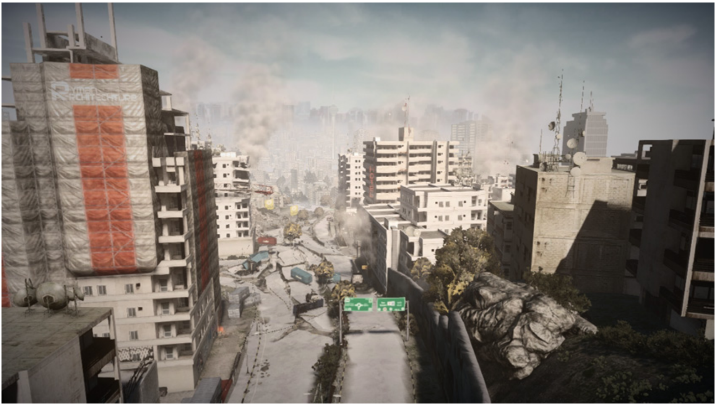
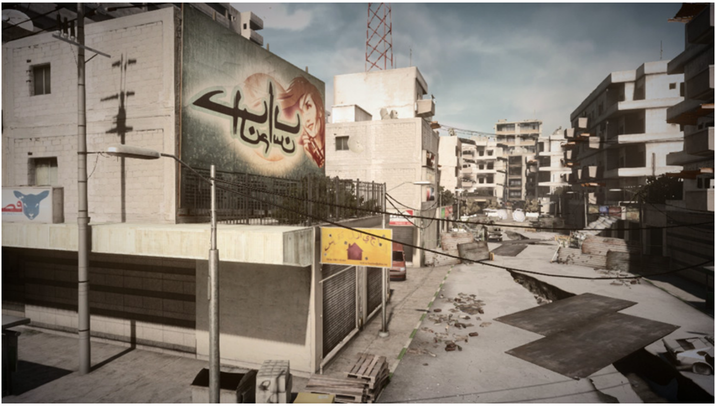
Like Scavenger and Gun Master, Team Deathmatch takes place entirely at Azadi Palace, and the locale always leads to some truly chaotic gun battles as both teams fight for dominance. The presence of a massive two-story structure often drives most players indoors. As a result, the interior gets crowded very fast, with bullets whizzing through corridors and grenades detonating all over the place. This is particularly true on the ground floor, where constant movement is necessary if you wish to stay alive longer than a few seconds. Coordinated teams have a better chance of making a stand on the second floor, where the rooms and corridors are larger and much easier to defend. The Senate room, on the north side, is one of the most popular defensive positions. With only three access points consisting of two staircases and one doorway, a handful of teammates can lock down this room with little trouble, and ambush opponents as they wander within sight. If you prefer to avoid the chaos inside the Palace, the rubble along the structure's perimeter offers decent cover and concealment. Consider posting up on the Palace's east side and engaging opponents racing about the exposed second floor, near the restaurant. But don't stay in one spot for more than a few seconds unless you want to donate your dog tags to a knife-wielding foe.

Aftermath Battlefields

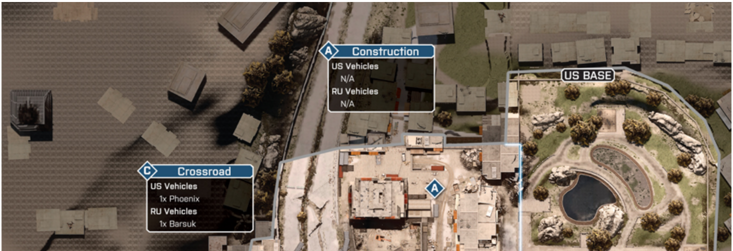
Epicenter

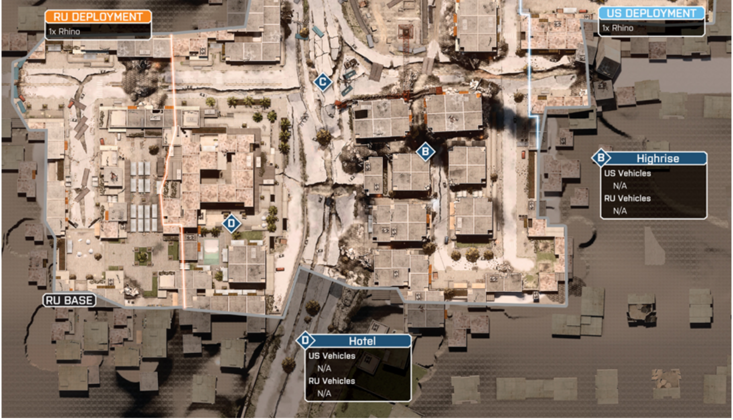
Epicenter





Conquest





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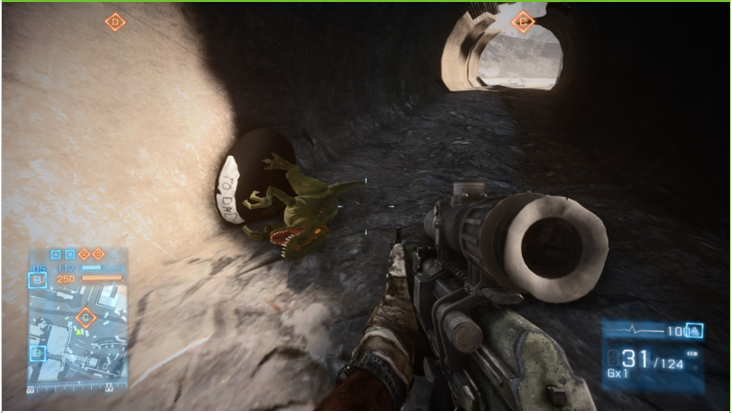
With only four flags up for grabs in this earthquake-devastated urban landscape, both teams need to move out fast to secure their respective sides of the battlefield. For the US team it means rushing troops to the nearby Construction (A) control point while using the Rhino to secure the Highrise (B). On the opposite side of the map, the RU team needs to rush infantry to the Hotel (D) while their own Rhino transports troops to the Crossroad (C). With each team controlling two flags, the battle becomes a stalemate, resulting in the draining of no tickets. So to bleed the opposing team's ticket count, both teams must look for opportunities to secure at least a third flag. The Construction (A) and Hotel (D) control points are usually out of play, given their close proximity to each team's base. So that often leads to heavy fighting over the Highrise (B) and Crossroad (C) control points. If your squad simply shuttles between these two points, you can greatly increase your team's chance of securing a victory.

Note

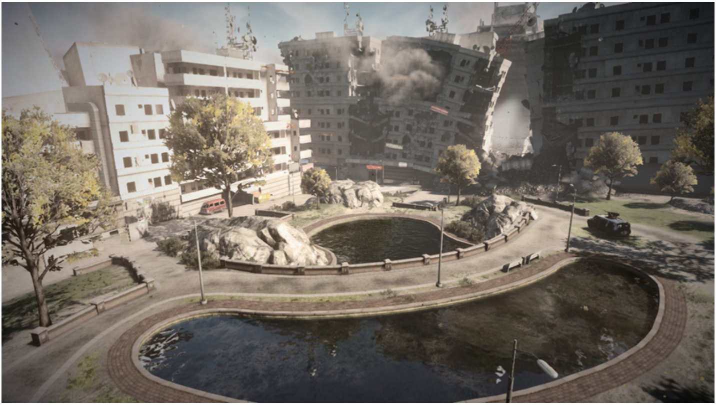
The Epicenter map is occasionally rocked by randomly generated aftershocks in all game modes. During the aftershock, your weapon sways uncontrollably for a few seconds. Unless engaging opponents at close range, consider holding your fire until the earth stops shaking—accuracy is reduced significantly during an aftershock.

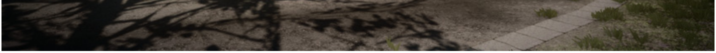
Tip



Looking for the secret reptile to complete Charlie Will Bite Your Finger? Search the drain pipe east of the Crossroad control point on Epicenter. You must drop prone and crawl through this narrow pipe to find the small dinosaur figurine featured in the Thunder Run mission from the campaign.

US Base





Base Assets

Name	Rhino
Quantity	1
Respawn Time	30 sec.

The US team deploys from the park on the northeast edge of the map, not far from the nearby Construction (A) control point. The serene ponds and quaint playground stand in stark contrast to the surrounding destruction. But don't spend much time enjoying the scenery here—there's a battle to win! While the team has one Rhino at their disposal, most of the team will be stuck hoofing it through the heavily damaged city. If you find yourself in the driver seat of the Rhino, make the most of this vehicle by racing to a distant control point like the Crossroad (C)—just watch your speed because the debris-littered streets are filled with obstacles that could potentially flip the van. Securing this central flag early on during a match can help give your team the upper hand, as well as an extra vehicle. While the Rhino and its crew head for the Crossroad (C), the rest of the team should sprint to the Construction (A) and Highrise (B) control points. If your team acts fast in a coordinated fashion, you stand a good chance of securing three out of the four control points on the map, thereby forcing the RU team to incur a drain on their ticket count.

RU Base

مغازه
Mini Market

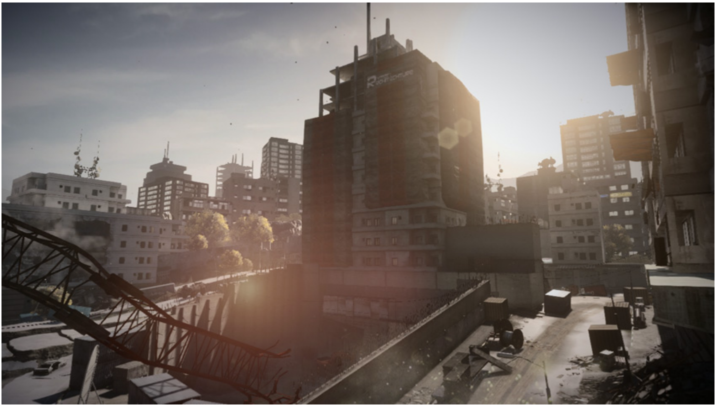
المواد
OOD STUFF
convenience
مغازه

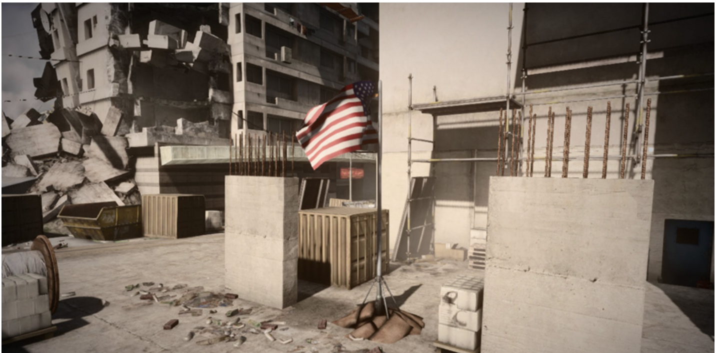
Base Assets

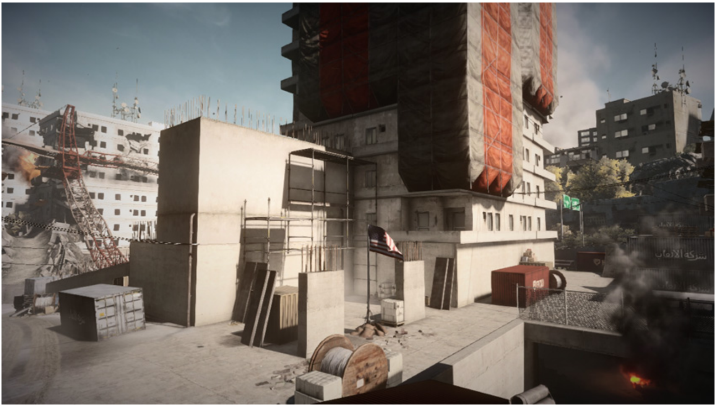
Name	Rhino
Quantity	1
Respawn Time	30 sec.

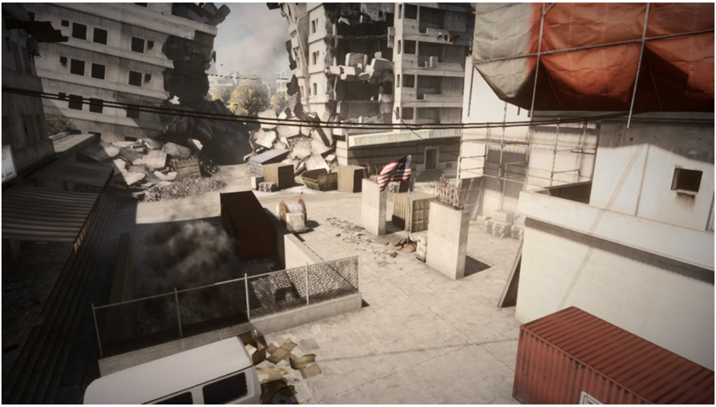
Deploying from the streets and alleys in the southwest corner of the map, the RU team has the best chance of securing the Hotel (D) before pushing deeper into the rubble-filled city. Like the US team, the RU team has only one Rhino at their disposal, which leaves most of the team on foot. When driving the Rhino, fill the vehicle to capacity before racing into the city so that you can transport as many troops as possible to the contentious control points in the middle of the map. The Rhino is the RU team's best chance of reaching and capturing the Crossroad (C) control point before the US team arrives early during a match. Whether riding in the Rhino or moving out on foot, securing the Hotel (D) and Crossroad (C) is the primary goal of troops spawning at the RU Base. Although it serves as a form of transportation, don't underestimate the effectiveness of the Rhino's weapons. When parked in the street west of the Crossroad (C), the Rhino is an ideal weapons platform that's perfect for targeting US troops rushing in from the east.

A: Construction









Located only a few meters from the US Base, the Construction (A) control point is a likely early-round capture for the US team. But that doesn't mean the RU team should write off this control point completely. This control point is rarely defended, which makes it relatively easy to capture for RU troops approaching from the east. The flag here is positioned on the north side of a partially constructed skyscraper. There is ample cover available within the flag's capture radius, giving attackers and defenders plenty of safe hiding spots from which to capture or contest this point. Two choke points adjacent to this flag are worth noting. One is the narrow alley cut through the piles of rubble to the east. This is a popular route often utilized by US troops attacking from their nearby base. The RU team can score some easy kills here by ambushing US foot traffic passing through this cramped kill zone. The second notable choke point is the tunnel that runs beneath the skyscraper. While the tunnel is a great way to sneak up on the flag from the south, the darkness makes it easy for defenders to hide booby traps such as mines, Claymores, and C4 charges here.

B: Highrise

AL JERRYS GENERAL TRDG

AL JERRYS GENERAL TRDG.

Located only a few meters from the Construction (A) and Crossroad (C) control points, this flag is likely to see heavy action during every match. The flag here is situated in a narrow street lined with rubble. While the flag can be captured and contested by infantry and vehicles alike, the cramped surroundings make driving here difficult and potentially dangerous given the likelihood of encountering booby traps and opponents hiding in the nearby storefronts. It's best to approach this control point on foot. While the flag can be accessed from all directions, the northern and western approaches are the most heavily traveled as troops rush between this location and the Construction (A) and Crossroad (C) control points. These narrow, high-traffic passages can become deadly choke points, particularly if defended by a determined squad. Explosives are very effective in these tight quarters. When attacking here, consider flanking from the south or east in an attempt to circumvent these potential kill zones.

C: Crossroad

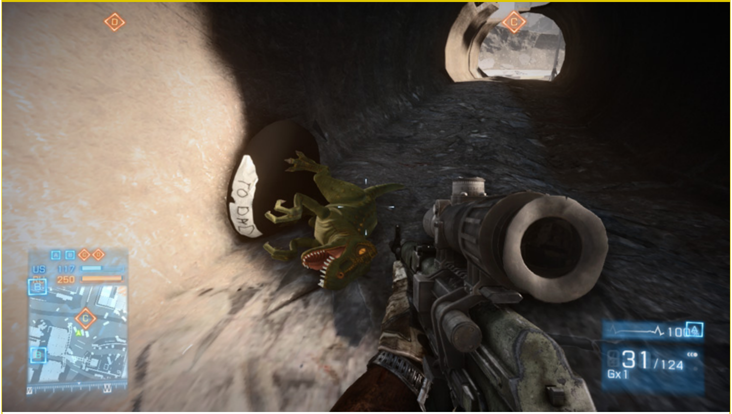
HOTEL
CR>MP
CR>MP
CR>MP

Control Point Assets

US Control	RU Control	Respawn Time
Phoenix (1)	Barsuk (1)	50 sec.

The recent seismic activity has absolutely rippled this once straight and level stretch of road that was a major north-south thoroughfare. What was once a street now resembles a jagged wall cutting through the center of the map and greatly inhibiting vehicle traffic. The flag here is located in the bottom of a shallow sinkhole, flanked by two portions of the uplifted street. This flag is best captured and contested by infantry hiding among the rubble—driving a vehicle into this hole is not advised. As the only control point that produces a vehicle for each team, the Crossroad (C) is usually the most contested flag on the map. The Phoenix or Barsuk spawns on the street to the north, where it is already well-positioned to engage the cross traffic between the nearby control points. Instead of using it as a transport, consider using this vehicle to defend the flag from a distance—the RU team can benefit by parking it in the street to the west. Defenders can also keep an eye on this flag by taking up elevated positions near the Hotel (D) and firing down on opponents in the sinkhole.

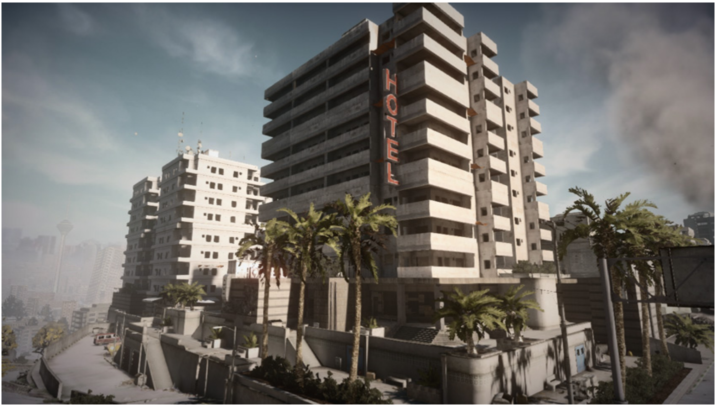
Note



Remember the dinosaur figurine from the Thunder Run mission in the campaign? Crawl through the drainage pipe directly north of the Crossroad (C) flag to find this misplaced T-Rex. Move next to the dino to earn the Charlie Will Bite Your Finger achievement/trophy.

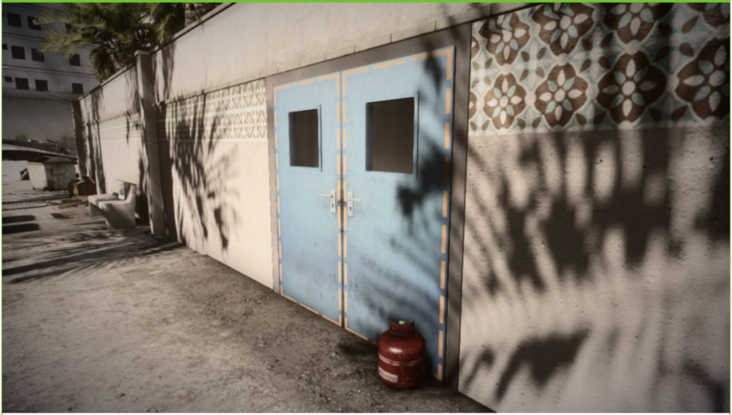
D: Hotel

TEHRAN
HOTEL



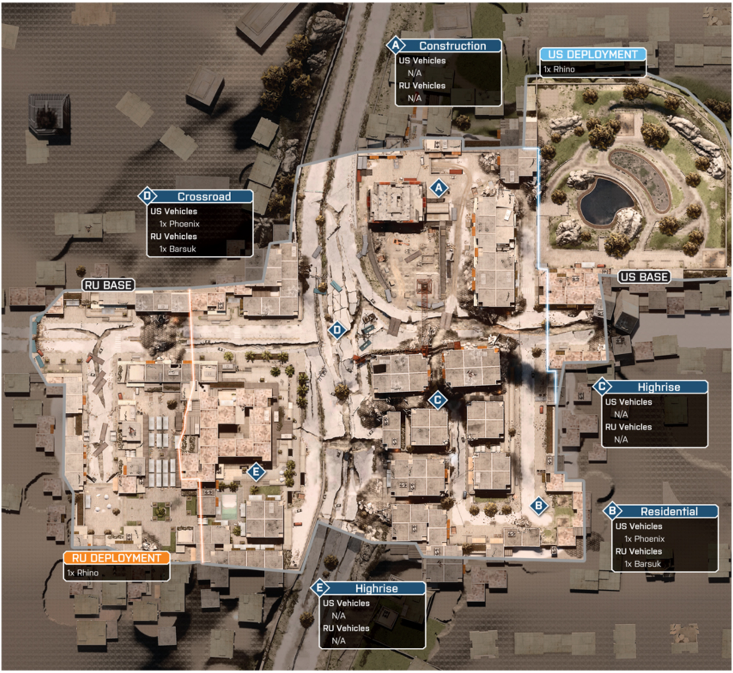
Unlike its neighbors, this landmark modern structure survived the earthquake relatively unscathed, having suffered only minor damage. Given its close proximity to the RU Base, the RU team is likely to capture this control point early during the match—enter through the western passage to access the lobby. The flag is positioned on the south side of the structure, on an exterior walkway just outside the lobby. There is no vehicle access to the flag, so it is up to infantry to capture and hold this position. This often leads to close-quarter duels given the flag's relatively sheltered location—PDWs and shotguns work well here. While attacks usually come from the east and south sides, defenders should also prepare for attackers approaching from the lobby. The lobby is easily accessed via two blue maintenance doors on the north and east sides of the structure—the blue maintenance doors can be destroyed by shooting the adjacent red gas canisters. The maintenance tunnel beyond these doors connect to the lobby, allowing for flanking attacks from within the building's interior. When not attacking or defending the flag, the upper-level walkway on the structure's northeast corner is ideal for engaging opponents near the Crossroad (C) control point to the east.

Tip



Shoot the red gas tank next to these blue doors to gain access to the maintenance corridor leading to the Hotel's lobby.

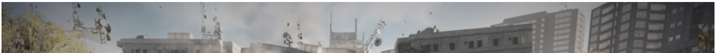
Conquest 64

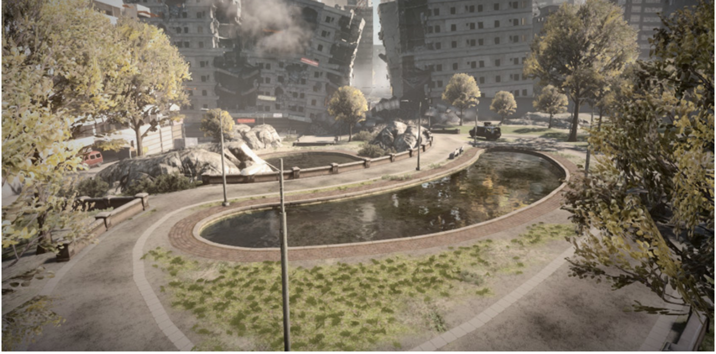


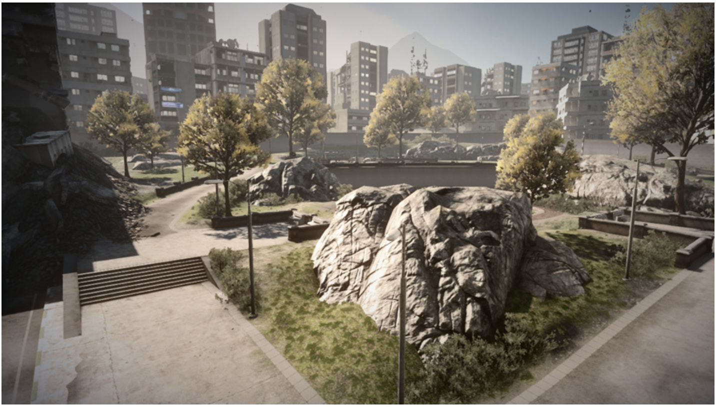
Click here for interactive maps

In this larger Conquest variant, the map is the same size and only one extra control point has been added bringing the total number of flags to five. As a result, both teams should strive to carve out their territory by capturing and holding no fewer than three flags to bleed the opposing team's ticket count. For the US team, it makes the most sense to form a defensive line along the eastern part of the city by holding the Construction (A), Residential (B), and Highrise (C) flags. While the RU team has no problem capturing the Hotel (E) and Crossroad (D), securing a third flag can sometimes be problematic—go for the Residential (B) or Highrise (C) control points. When playing on a full server with 64 players, this moderately sized map becomes very crowded and chaotic. But resist the urge to run around, hopscotching from one flag to the next. Instead, make a concerted effort to defend the flags your team has captured. By utilizing the narrow alleys and cramped streets as choke points, a single squad should have no problem locking down each control point. The Highrise (C) and Crossroad (D) are the most hotly contested, so never let these flags get captured without putting up a fight.

US Base







Base Assets

Name	Rhino
Quantity	1
Respawn Time	30 sec.

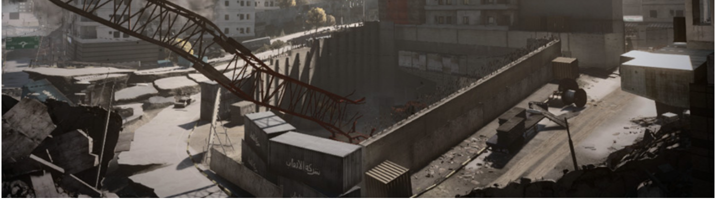
The US team deploys from the park on the northeast edge of the map, not far from the nearby Construction (A) control point. The serene ponds and quaint playground stand in stark contrast to the surrounding destruction. But don't spend much time enjoying the scenery here—there's a battle to win! While the team has one Rhino at their disposal, most of the team will be stuck hoofing it through the heavily damaged city. If you find yourself in the driver seat of the Rhino, make the most of this vehicle by racing to a distant control point like the Highrise (C)—just watch your speed because the debris-littered streets are filled with obstacles that could potentially flip the van. Securing this central flag early on during a match can help give your team the upper hand. While the Rhino and its crew head for the Highrise (C), the rest of the team should sprint to the Construction (A) and Residential (B) control points. If your team acts fast in a coordinated fashion, you stand a good chance of securing three out of the five control points on the map, thereby forcing the RU team to incur a drain on their ticket count.

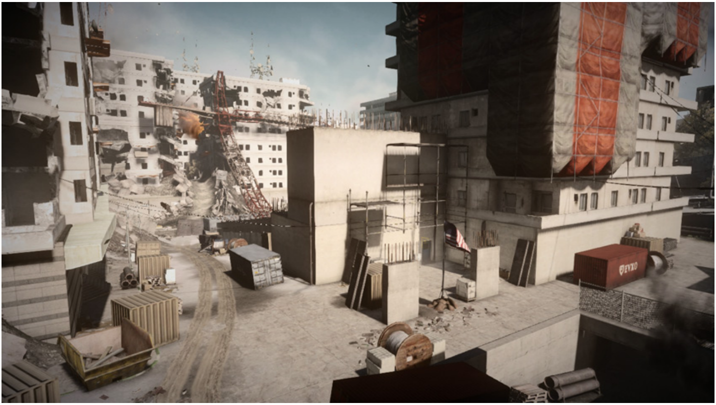
RU Base

Base Assets	
Name	**Rhino**
Quantity	1
Respawn Time	30 sec.

Deploying from the streets and alleys in the southwest corner of the map, the RU team has the best chance of securing the Hotel (E) before pushing deeper into the rubble-filled city. Like the US team, the RU team has only one Rhino at their disposal, which leaves most of the team on foot. When driving the Rhino, fill the vehicle to capacity before racing into the city so that you can transport as many troops as possible to the contentious control points in the middle of the map. The Rhino is the RU team's best chance of reaching and capturing the Highrise (C) or Residential (B) control points before the US team arrives early during a match. Whether riding in the Rhino or moving out on foot, securing the Hotel (E) and Crossroad (D) is the primary goal of troops spawning at the RU Base. Although it serves as a form of transportation, don't underestimate the effectiveness of the Rhino's weapons. When parked in the street west of the Crossroad (D), the Rhino is an ideal weapons platform that is perfect for targeting US troops rushing in from the east.

A: Construction





Located only a few meters from the US Base, the Construction (A) control point is a likely early-round capture for the US team. But that doesn't mean the RU team should write off this control point completely. This control point is rarely defended, so it is relatively easy to capture for RU troops approaching from the east. The flag here is positioned on the north side of a partially constructed skyscraper. There is ample cover available within the flag's capture radius, so attackers and defenders have plenty of safe hiding spots from which to capture or contest this point. Two choke points adjacent to this flag are worth nothing. One is the narrow alley cut through the piles of rubble to the east. This is a popular route often utilized by US troops attacking from their nearby base. The RU team can score some easy kills here by ambushing US foot traffic passing through this cramped kill zone. The second notable choke point is the tunnel running beneath the skyscraper. While the tunnel is a great way to sneak up on the flag from the south, the darkness makes it easy for defenders to hide booby traps such as mines, Claymores, and C4 charges here.

B: Residential

CHILD CARE
KATO

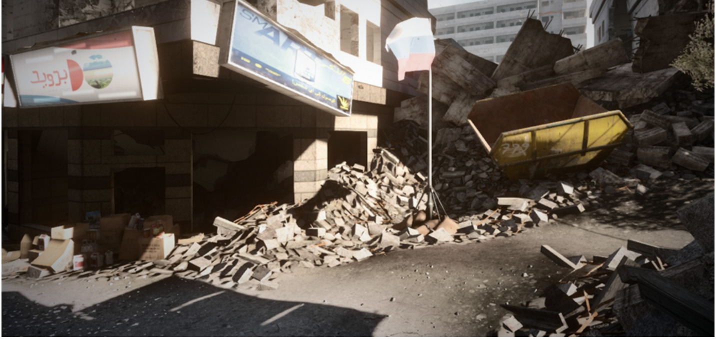
KATO
CHILD CARE

Control Point Assets

US Control	RU Control	Respawn Time
Phoenix (1)	Barsuk (1)	50 sec.

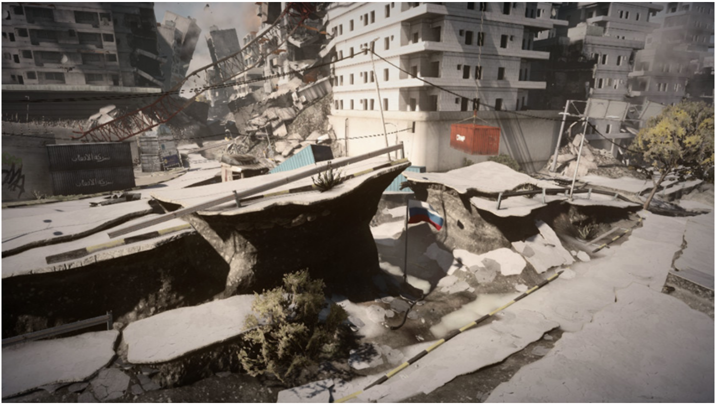
This quiet neighborhood is tucked away in the southeast corner of the map, somewhat isolated from the heavy fighting taking place in the city core. Located just south of the US Base, the US team has a good chance of capturing and exerting control over this control point throughout the match. The flag is positioned on a sidewalk adjacent to an intersection, so it is easy for both infantry and vehicles to capture. The adjoining streets are relatively free of debris and rubble, which makes it easy to approach the flag in a vehicle, whether traveling from the north or west. These streets also provide long, unobstructed sight lines that are ideal for sharpshooters. As a result, it's safest to approach this flag in a vehicle, particularly when the control point is defended by the opposing team—just watch out for mines and other booby traps. Both teams gain access to an extra vehicle by controlling this flag, so it is worth the effort to hold this position. Instead of driving off into the city, use the Phoenix or Barsuk deployed here to help deter attacks on this control point. The weapons mounted on these vehicles are ideal for engaging opponents traveling along the nearby streets. Or park the vehicle near the intersection to the north and engage the cross traffic in the map's center.

C: Highrise



Located only a few meters from the Construction (A), Residential (B), and Crossroad (D) control points, this flag is likely to see heavy action during every match. The flag here is situated in a narrow street lined with rubble. While the flag can be captured and contested by infantry and vehicles alike, the cramped surroundings make driving here difficult and potentially dangerous given the likelihood of encountering booby traps and opponents hiding in the nearby storefronts. It's best to approach this control point on foot. While the flag can be accessed from all directions, the northern and western approaches are the most heavily traveled as troops rush between this location and the Construction (A) and Crossroad (D) control points. These narrow, high-traffic passages can become deadly choke points, particularly if defended by a determined squad. Explosives are very effective in these tight quarters. When attacking here, consider flanking from the south or east in an attempt to circumvent these potential kill zones.

D: Crossroad



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Control Point Assets		
US Control	**RU Control**	**Respawn Time**
Phoenix (1)	Barsuk (1)	50 sec.

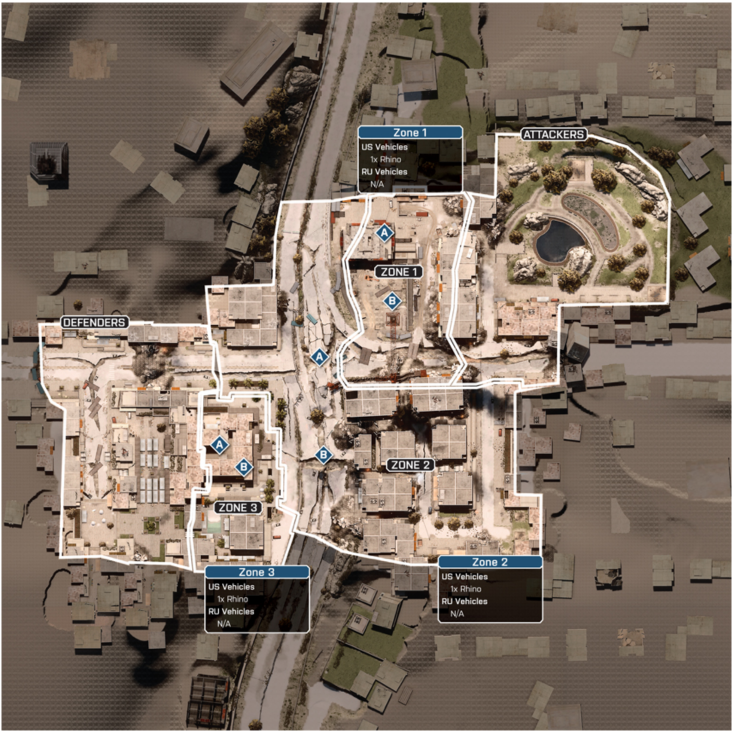
The recent seismic activity has absolutely rippled this once straight and level stretch of road that was a major north-south thoroughfare. What was once a street now resembles a jagged wall cutting through the center of the map and greatly inhibiting vehicle traffic. The flag here is located in the bottom of a shallow sinkhole, flanked by two portions of the uplifted street. This flag is best captured and contested by infantry hiding among the rubble—driving a vehicle into this hole is not advised. As one of only two control points that produces a vehicle for each team, the Crossroad (D) is one of the most contested flags on the map. The Phoenix or Barsuk spawns on the street to the north, where it is already well-positioned to engage the cross traffic between the nearby control points. Instead of using it as a transport, consider using this vehicle to defend the flag from a distance—the RU team can benefit by parking it in the street to the west. Defenders can also keep an eye on this flag by taking up elevated positions near the Hotel (E) and firing down on opponents in the sinkhole.

E: Hotel

TEHRAN
HOTEL
HOTEL

Unlike its neighbors, this landmark modern structure survived the earthquake relatively unscathed, having suffered only minor damage. Given its close proximity to the RU Base, the RU team is likely to capture this control point early during the match—enter through the western passage to access the lobby. The flag is positioned on the south side of the structure, on an exterior walkway just outside the lobby. There is no vehicle access to the flag, so it is up to infantry to capture and hold this position, which often leads to close-quarter duels given the flag's relatively sheltered location—PDWs and shotguns work well here. While attacks usually come from the east and south sides, defenders should also prepare for attackers approaching from the lobby, north of the flag. The lobby is easily accessed via two blue maintenance doors on the north and east sides of the structure—the blue maintenance doors can be destroyed by shooting the adjacent red gas canisters. The maintenance tunnel beyond these doors connect to the lobby, allowing for flanking attacks from within the building's interior. When not attacking or defending the flag, the upper-level walkway on the structure's northeast corner is ideal for engaging opponents near the Crossroad (D) control point to the east.

Rush



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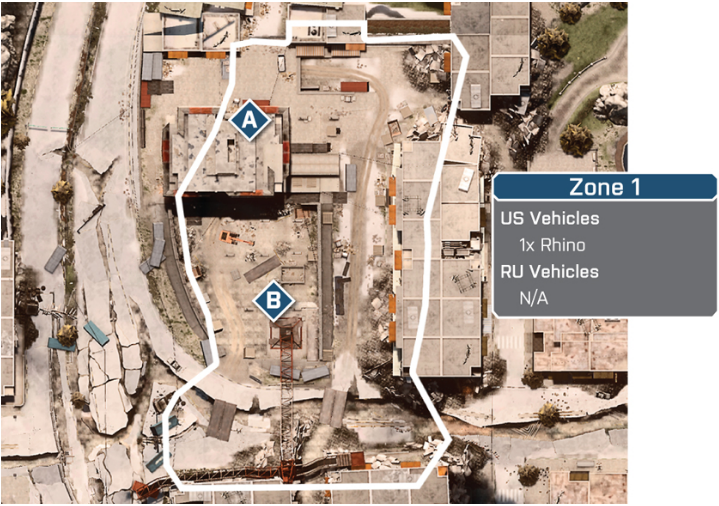
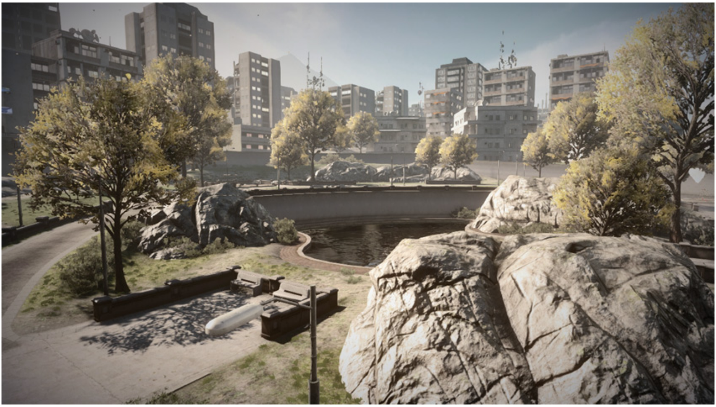
This Rush battle is spread across three separate zones, requiring the attackers to destroy a total of six M-COM stations to secure a victory. The only vehicle available throughout this battle is a Phoenix, supplied to the attackers—this vehicle always spawns at the park in the northeast corner of the map. Therefore prepare for primarily infantry engagements within the heavily damaged city core. The battle begins in the Construction area and then moves on to the Crossroads and Hotel. Each area presents both teams with different challenges to overcome, so be ready to switch classes and weapons in an effort to adapt to the varied environments. Assault and support troops are most versatile in this battle. But the defenders may wish to field a few engineers to counter the US team's Phoenix.

Zone 1: Construction



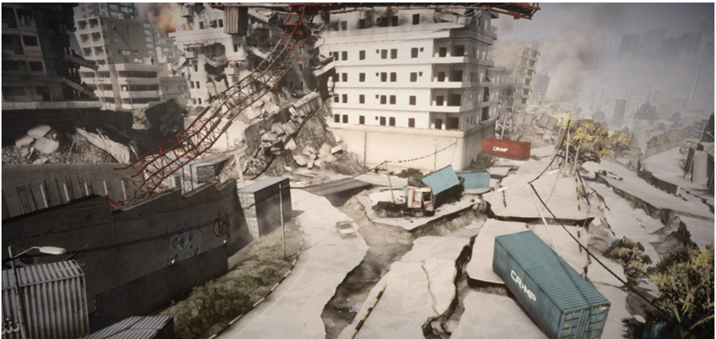
US Deployment



Deployment Area Assets	
Name	**Phoenix**
Quantity	1
Respawn Time	30 sec.

At the start of this battle the US attackers deploy from the park in the northeast corner of the map. As soon as the round begins, it's a footrace to the Construction area to the west as both teams attempt to secure the two M-COM stations. While the US team has access to a Phoenix, it's often faster to move to the Construction area on foot. Cut through the narrow alley or corridor on the west side of the park to gain access to the Construction area. From there, troops can fan out between the two objectives—M-COM Station A, located in the dark tunnel, is much easier to rush early in the battle. The RU team deploys much closer to the objectives, so always expect to encounter resistance as your team approaches the M-COM stations. Instead of relying on the Phoenix as a troop transport, use its weapons to soften up defenses around each objective while infantry rush in and plant a charge. The Phoenix won't last long, so a coordinated attack is essential when attempting to overwhelm the defenders.

RU Deployment



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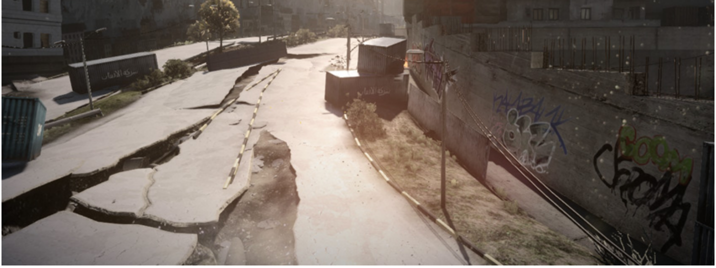
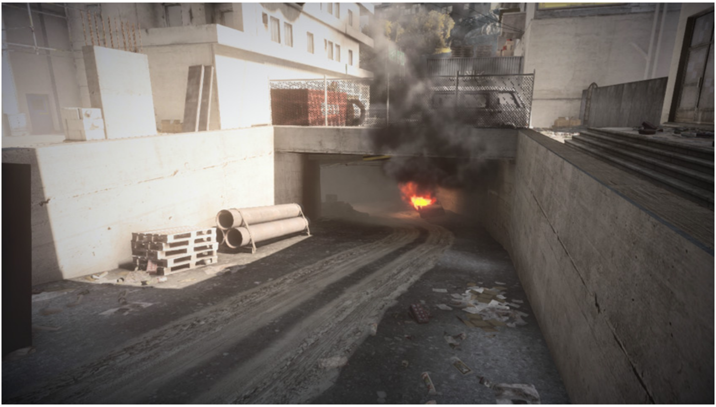
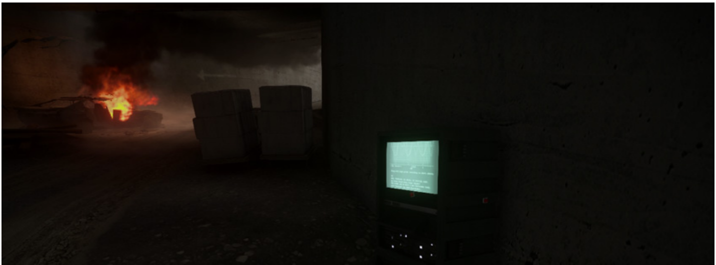
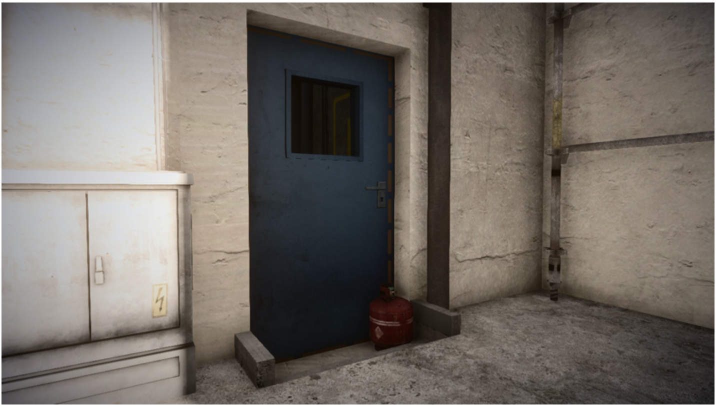


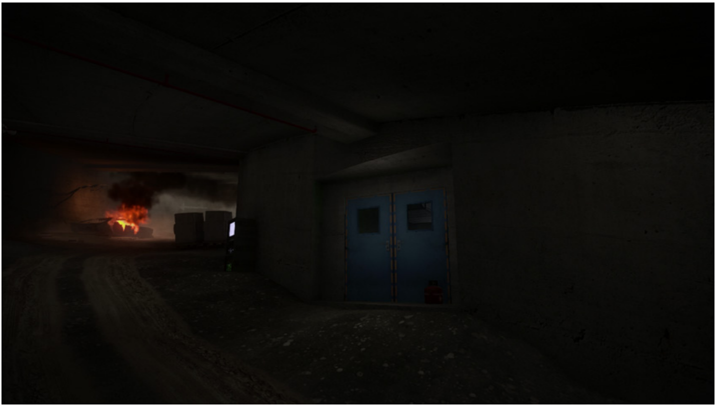
The RU defenders deploy from the west side of the Construction area, so they have only a few precious seconds to secure the M-COM stations before the US attackers arrive. With no vehicles at their disposal, it's solely the job of infantry to reach and hold back attacks on each objective. Secure the southern side of the Construction area to insulate M-COM Station B from early-round attacks. Meanwhile, rush troops into the tunnel to deter rush attacks on M-COM Station A. While babysitting the objectives is important, look for opportunities to pin the attackers as they funnel in through the three choke points to the east, connecting to the park. The narrow, rubble-lined alley to the northeast is the most common ingress route for the attackers. But don't forget to cover the interior corridor as well as the road to the south. Halting the attackers at these three choke points is the best way to lock down the Construction area and prevent the attackers from even catching a glimpse of the objectives.

M-COM Station A



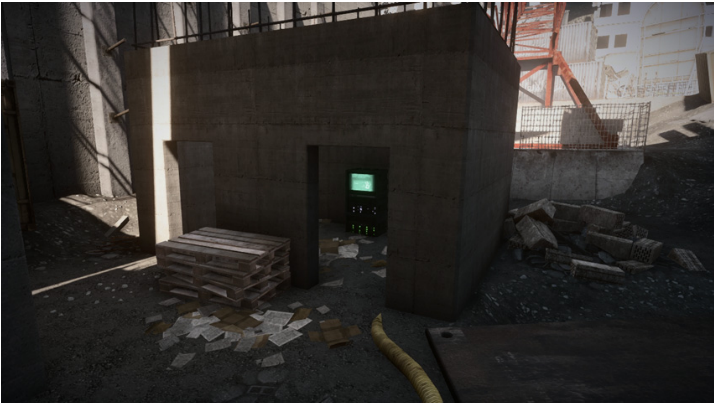






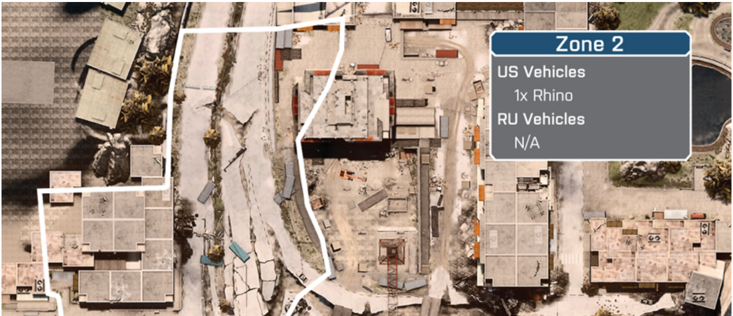
M-COM Station A is located in the dark, smoke-filled tunnel directly beneath the large skyscraper at the Construction area. The tunnel has two obvious entry points on the east and south sides. Both of these entrances are accessible by infantry and vehicles alike, which gives the attackers the opportunity to rush the objective with their Phoenix—defenders should counter with mines and other booby traps. In addition to the main tunnel entrances there's a third access point to the tunnel in the from of an interior maintenance stairwell and corridor. Both sides of this corridor can be accessed by shooting the red gas canisters propped up against the blue doors. The exterior blue door is on the northeast side of the skyscraper and is easily accessed by the US attackers. The stairwell and corridor beyond this blue door leads directly to M-COM Station A inside the tunnel. This is the preferred access route for attackers, so defenders should consider locking down this path to prevent sneak attacks on the objective—Claymores and C4 are very effective in this narrow passage.

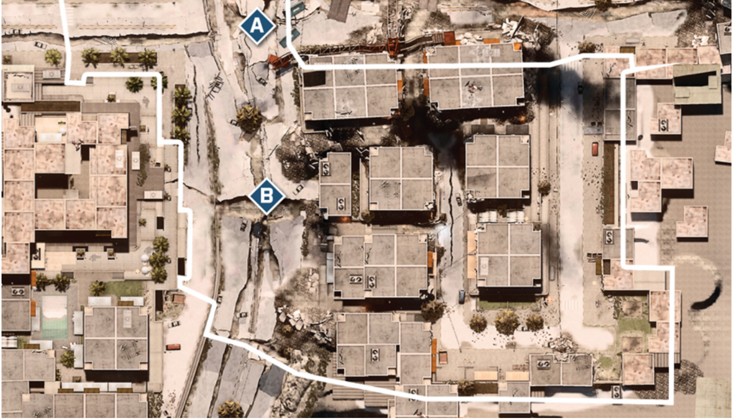
M-COM Station B



This objective is positioned within the southern pit-like portion of the Construction area, not far from the collapsed crane. M-COM Station B is housed within a small concrete structure with only two entry points on the north side. However, these concrete walls are destructible, so troops can create their own doorways with explosive munitions. Defenders may want to take out some of these walls to deny the attackers cover and concealment while they plant a charge. Opening up sight lines to the objective makes it much easier to watch from different angles. Both teams should attempt to secure the scaffolding on the north side of the pit. This elevated position offers a great view of the objective, so it's the ideal overwatch position. However, if defending form the scaffold, watch for attackers flanking from the east side—this is a popular attack route.

Zone 2: Crossroad





US Deployment

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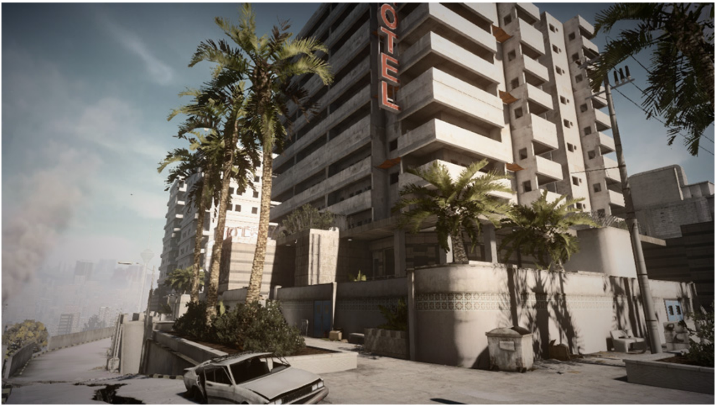
شركة الالعاب
شركة الالعاب

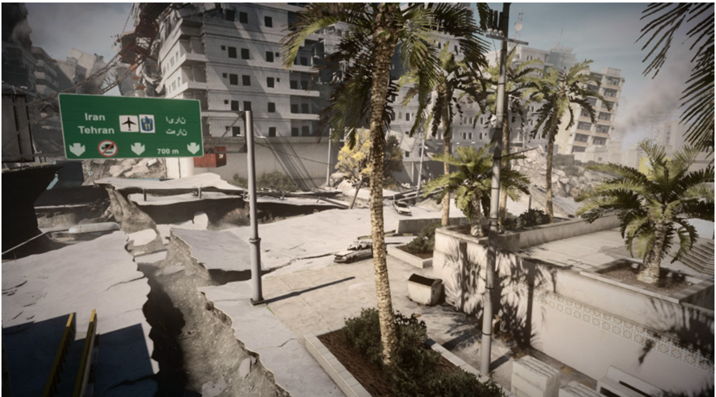
Deployment Area Assets

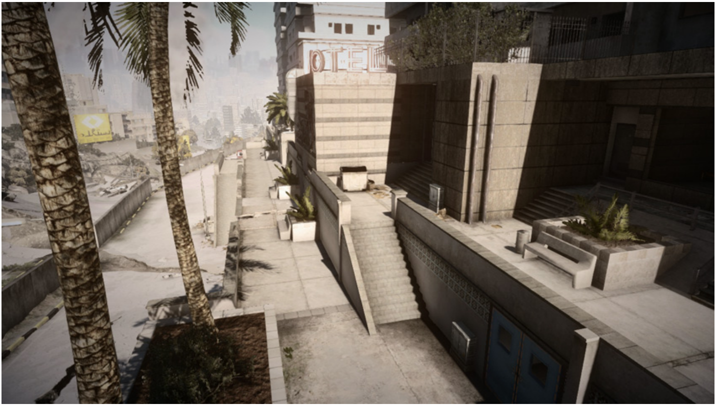
Name	Phoenix
Quantity	1
Respawn Time	30 sec.

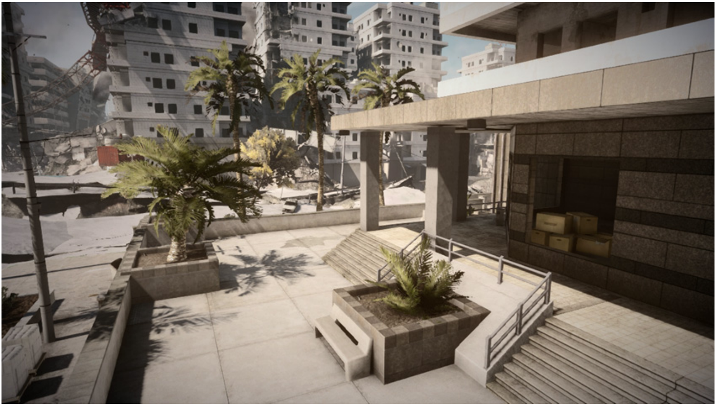
After destroying the first two objectives, the US team's deployment area shifts to the Construction area, putting troops spawning here only a few meters from the next set of M-COM stations at the Crossroad. While infantry deploy from the Construction area, the Phoenix still spawns back at the park to the northeast. Given the lack of cover surrounding the new objectives, the Phoenix plays an even more crucial role in this phase of the battle. Consider parking it along the street directly north of the objectives and use its weapons to suppress defenders positioned by the Hotel. Attacking troops should also make an effort to secure the streets and alleys adjacent to the Highrise. Cutting through this rubble-filled area of the map is a great way to stage flanking attacks on M-COM Station B.

RU Deployment









Having lost control of the objectives at the Construction area, the RU team is pushed back to the west in preparation for the next phase of the battle at the Crossroad. Once again, the RU team has no access to vehicles, so it's up to infantry to halt the attackers. Although infantry combat dominates this phase, make sure your team has a few engineers handy to counter the US team's Phoenix. If ignored, the Phoenix's weapons can pose a serious threat. Infantry spawning here deploy from the east side of the Hotel. Early in the phase, the RU team has a few seconds to spread out among the objectives before the attackers arrive. While the upper-level walkways around the Hotel offer a nice view of the Crossroad, it's important to position some troops near the objectives. Consider posting troops along the rippled street, covering the M-COM stations from the north and south. Also, watch for enemy movement among the alleys east of M-COM Station B.

M-COM Station A

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CR›MP
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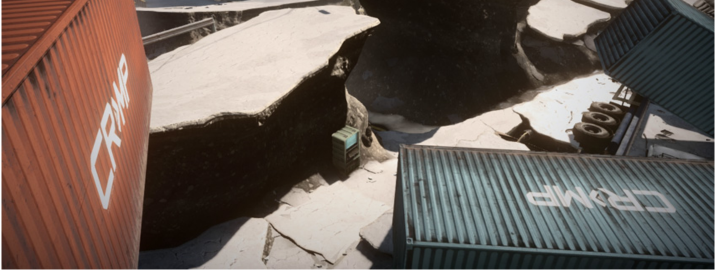
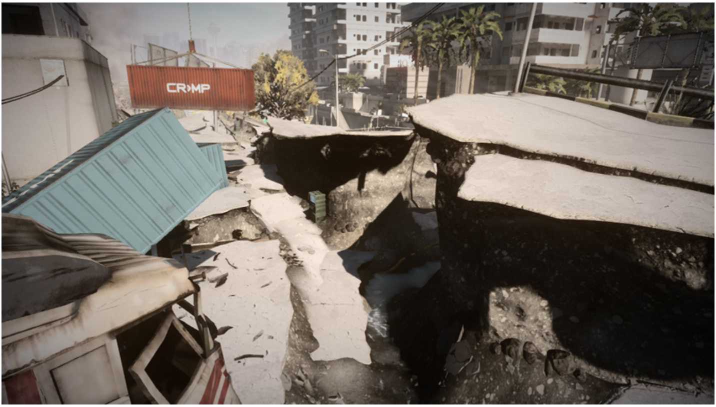
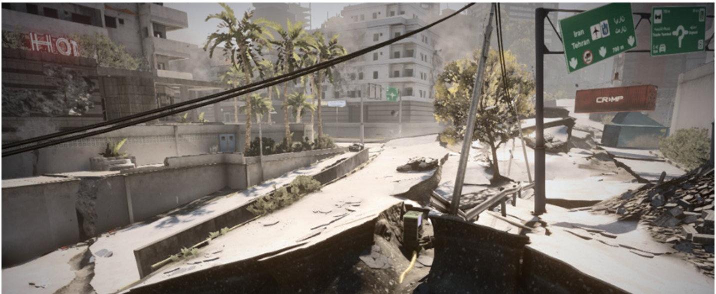
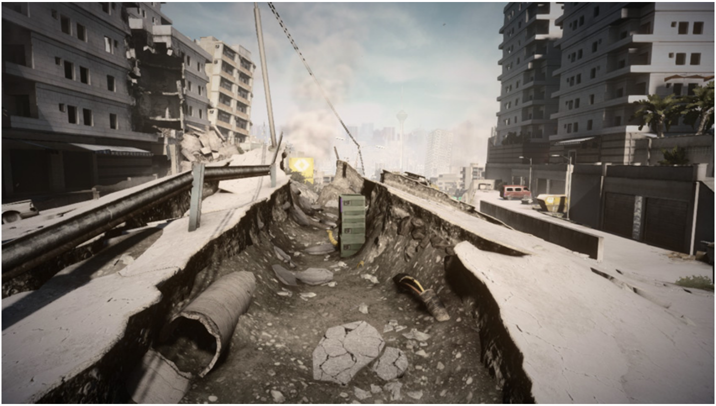




Given its close proximity to the US team's deployment area at the Construction area, M-COM Station A is likely to come under attack first. This objective is located at the heavily damaged intersection of the Crossroad, within a deep trench-like fissure. The uplifted street on the west side of the objective makes it impossible to monitor from the Hotel, where the defenders spawn. Therefore the RU defenders must move out and cover this M-COM station from different angles, preferably from the north or south. Due to the lack of long sight lines on the objective, both teams should expect close-quarter engagements when operating in this area—carbines, PDWs, shotguns, and grenades are all very effective here.

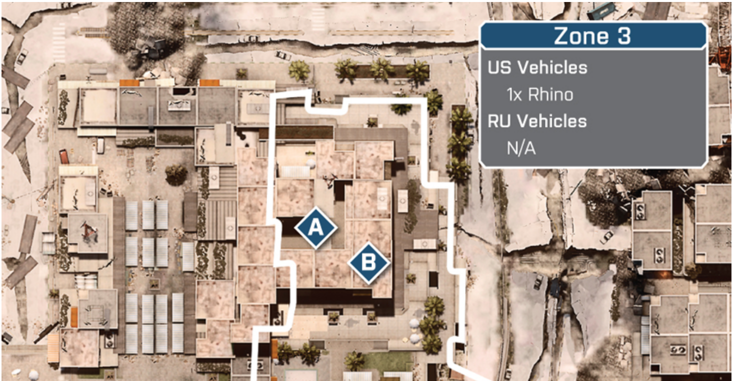
M-COM Station B

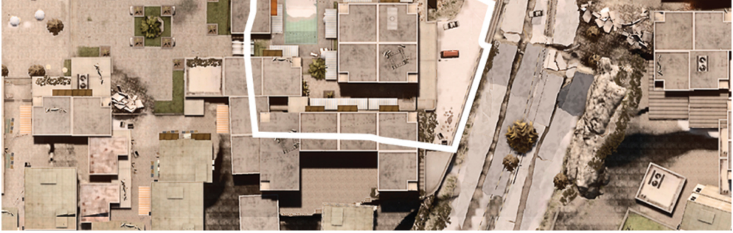




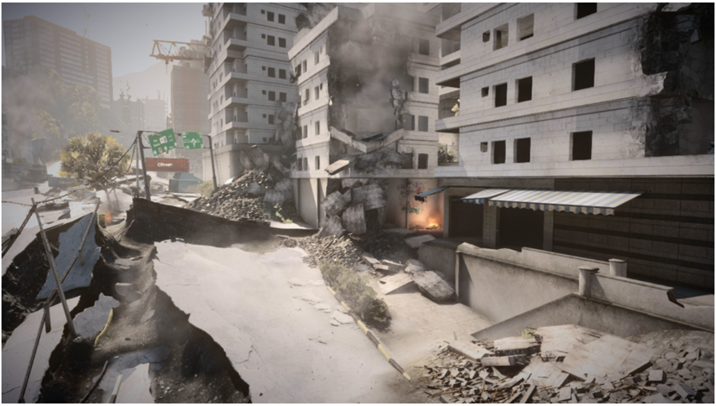
This objective is positioned just south of M-COM Station A, along the same rippled street. Although the objective is sitting in a shallow trench and surrounded by debris, M-COM Station B is much more exposed than its nearby counterpart. For the defenders, this makes the objective much easier to monitor from long range—consider taking up positions near the Hotel to the west. The trench does afford some useful cover when tampering with the objective, but stay low (by crouching or dropping prone) when attempting to arm or disarm a charge. When attacking here, approach from the alley to the east (near the Highrise) and saturate the objective with smoke before rushing in to set the charge.

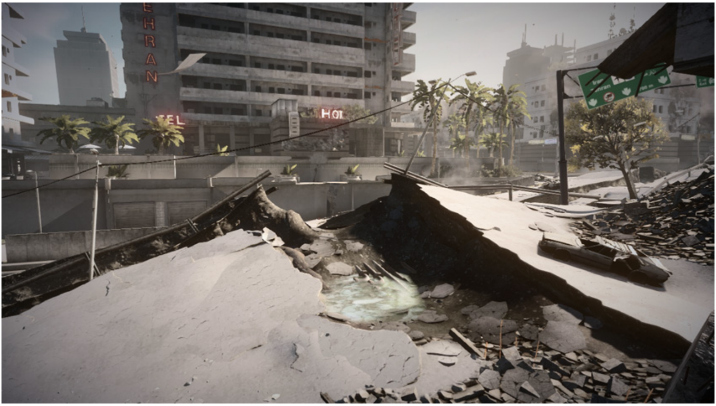
Zone 3: Hotel





US Deployment



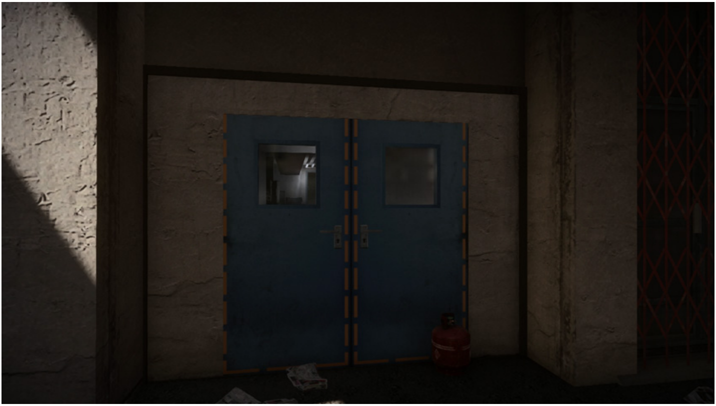


Deployment Area Assets

Name	Phoenix
Quantity	1
Respawn Time	30 sec.

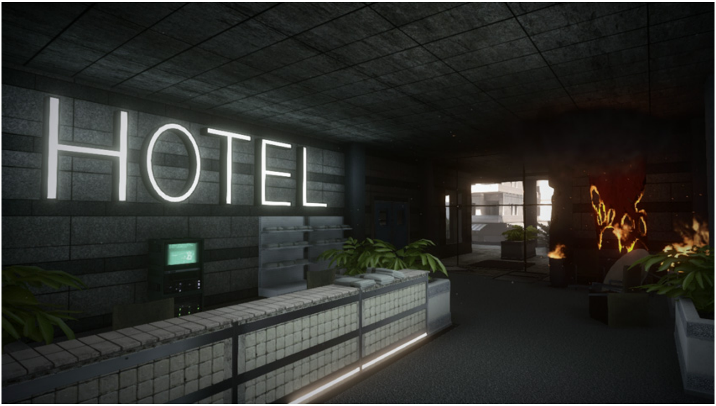
In the final phase of the battle, the US team deploys near the Crossroad, across the street from the Hotel. The US team still has access to a single Phoenix as well, still deploying back at the park. Since the next objectives are located within the Hotel's interior, the Phoenix can only serve a limited role as a transport. However, its weapons are still very effective for suppressing the defenders guarding the Hotel's exterior. Park the vehicle near the Crossroad intersection and target the defenders posted on the east side of the Hotel, aiding friendly troops while crossing the torn-up street. Defenders at the Hotel have an elevation advantage, so utilize smoke for concealment and the rubble in the street for cover while making a move on the objectives. Head for the Hotel lobby first to secure M-COM Station A, then encircle M-COM Station B to achieve victory.

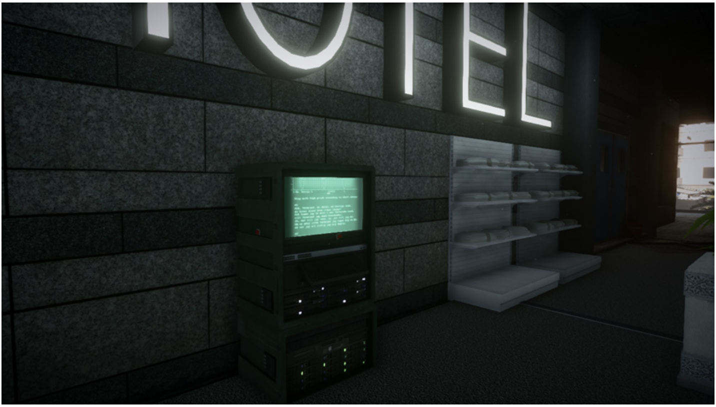
RU Deployment



This is the RU team's last chance to hold out for a win. Fortunately, the placement of the objectives in this phase, within the Hotel, gives the defenders a good chance of holding back the attackers. During this phase, the RU team deploys on the west side of the Hotel, which gives them easy access to the lobby, where M-COM Station A is positioned. A maintenance corridor on the west side of the Hotel connects to the southern promenade, not far from M-COM Station B—shoot the red gas tank by the blue double doors to access this shortcut. Defending the street on the east side of the Hotel is a good way to bog down the attackers at the Crossroad. But always keeps at least one squad positioned near each objective. Also, keep an eye on the Hotel's eastern maintenance corridor connecting to the lobby—this is a very popular avenue of attack.

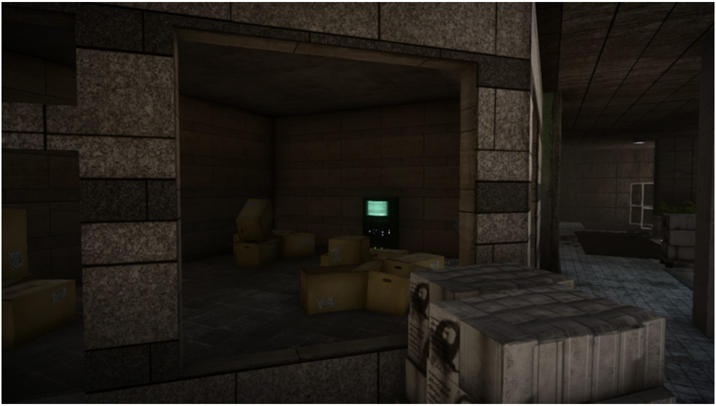
M-COM Station A





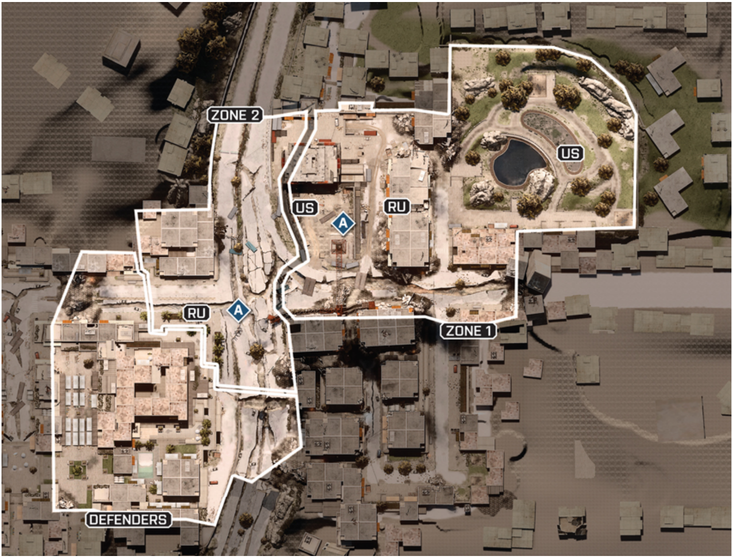
M-COM Station A is in the Hotel lobby, behind a reception desk. This is a very contentious area with multiple access points. The attackers are most likely to approach from the north side or the eastern maintenance corridor. This corridor is accessible from the exterior of the Hotel with two destructible doorways on the northeast corner—shoot the red gas tanks next to each set of blue double doors to gain access to this shortcut. The defenders should keep a squad posted in this corridor at all times to prevent flanking attacks. Whether fighting in the maintenance corridor or within the lobby itself, be prepared for close-quarter fighting—PDWs and shotguns are ideal for such engagements.

M-COM Station B



This objective is located within an abandoned storefront on the Hotel's southeast corner. Defenders posted here have a significant elevation advantage over the attackers approaching from the street to the east. The nearby staircases often become deadly choke points as attackers rush toward the objective. Instead of staging direct assaults up the nearby steps, the attackers should look for flanking opportunities. Advancing through the eastern maintenance corridor is a good way to sneak up on M-COM Station B, approaching the objective from the lobby. Given the varied approaches on the objective, defenders should deploy T-UGS motion sensors as an early warning system. As a final deterrent, placing Claymores and C4 around the objective is also effective.

Squad Rush



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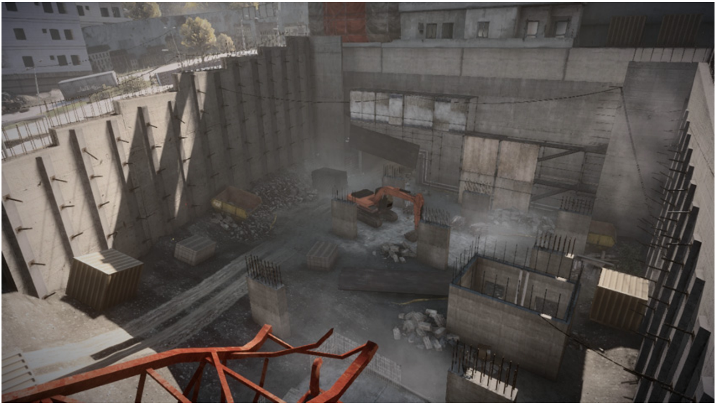
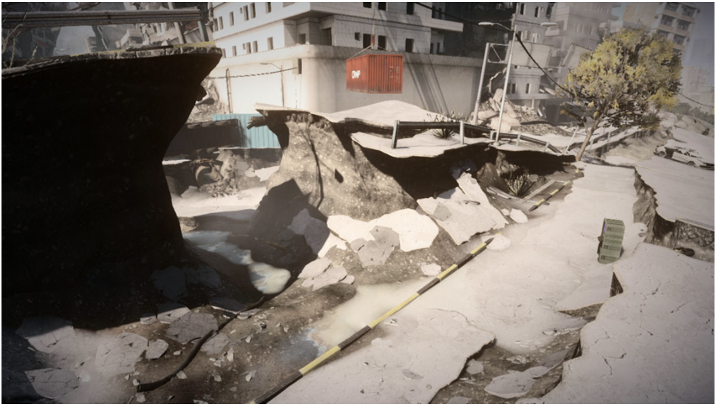
This Squad Rush battle takes place mostly on the eastern side of the map, with objectives positioned at the Construction area and Crossroad. As in any Squad Rush battle it's important for both teams to maintain a presence near each objective, preferably though the use of squad spawning and Radio Beacons. Gathering intel on the opposing team is equally important, so consider launching MAVs to locate your enemies. Expect a mix of short- to intermediate-range engagements around each objective. Assault rifles and carbines offer the most versatility for both areas. Sniper rifles are best reserved for securing the objective at the Crossroad, in the second zone.

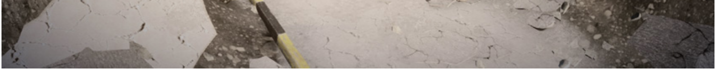
Zone 1



The placement of this M-COM station at the Construction area is identical to M-COM Station B during the first phase of Rush mode. However, the lower player count in this mode makes for even more intense fire-fights within this pit-like construction site. The US attackers deploy from the park to the east, making it possible for the defenders to make a stand on the east side of the pit, intercepting the attackers before they can reach the objective. But given the lack of manpower available, it’s better to focus defensive efforts around the objective itself. When attacking here, secure the scaffolding directly north of the M-COM station. This elevated position is popular with defenders and serves as a good overwatch position while squad members rush in to set a charge on the objective. The concrete walls surrounding the objective can be destroyed with explosives, making the M-COM station visible from multiple angles—this can make the objective much easier to defend.

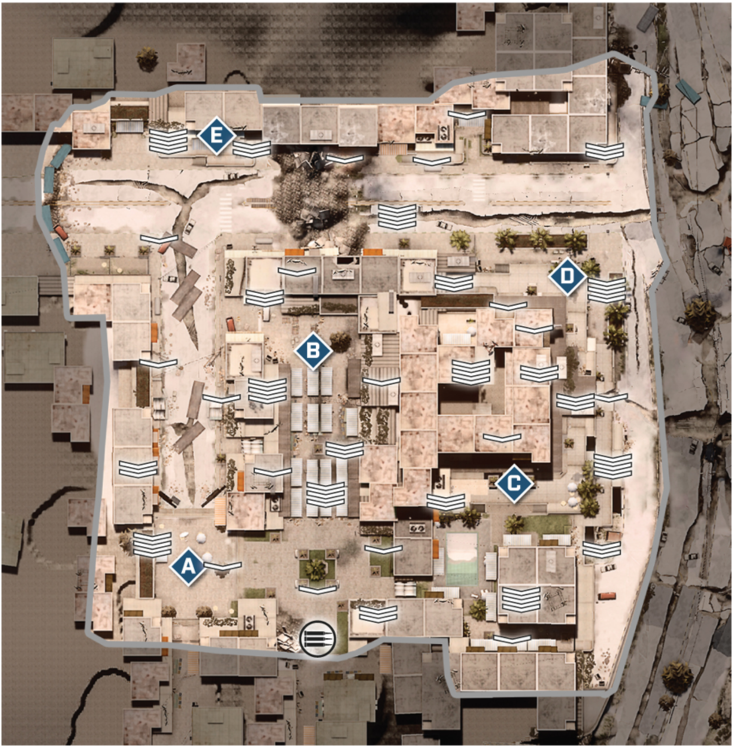
Zone 2





The second M-COM station is located at the Crossroad, among the rubble of the heavily damaged street. The objective sits in the crevice, which limits visibility and mobility. Due to the uplifts of the street, the objective cannot be watched from the east or west. As a result, defenders should watch the objective from the north or south, focusing their fire down the trench. To avoid walking into a crossfire in the trench, attackers should take their time and scout the area before making a move on the objective—launching a MAV before the attack is advisable. Instead of charging through the rubble on the east side of the objective, attempt to flank the defenders by moving around the north or south sides. Deploying smoke on the objective is also advisable before attempting to plant a charge.

Scavenger



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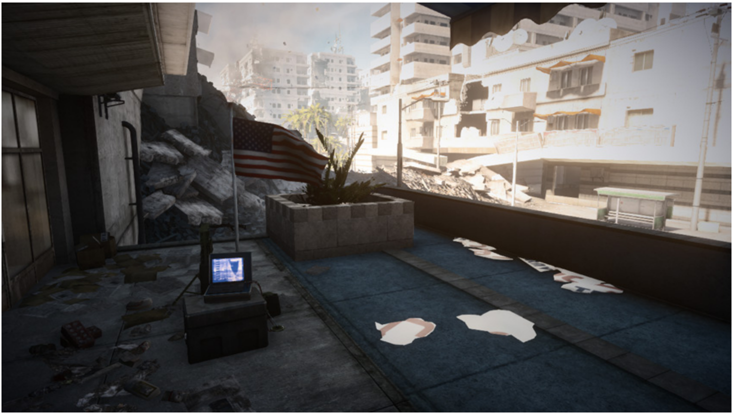
Flag A

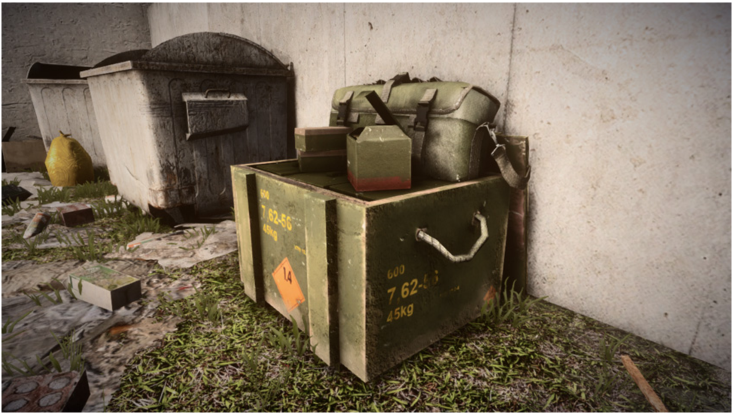
Flag B

Flag C

Flag D



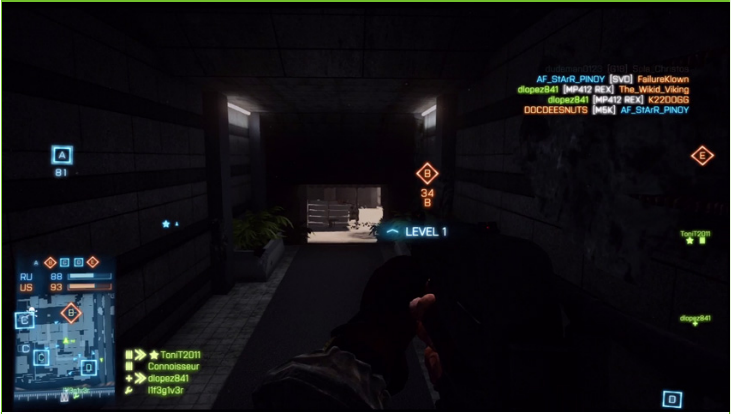
Flag E



Ammo Crate

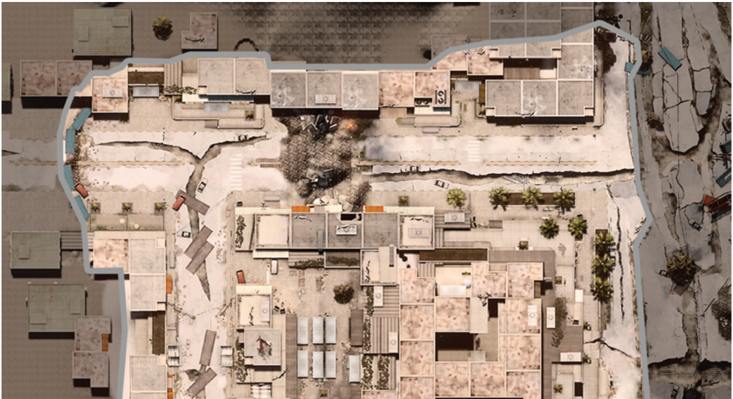
During Scavenger mode the action is restricted to the area around the Hotel. As in Conquest mode, your team will begin losing tickets if you hold fewer than 50 percent of the flags. So, with five flags up for grabs, make an effort to hold a minimum of three flags at a time to avoid hemorrhaging tickets. Both teams should make an effort to control flags C and D at the Hotel as well as flag B in the market area to the west. By locking down flags C and D, your team has access to a variety of level 2 and 3 weapons around the Hotel. Plus, these flags sit on raised terrain, which makes them easy to defend against attacks from the adjoining low lying areas. Both flags A and B are located near the ammo crate on the south side of the map. Controlling this area around the ammo crate is key, as it's a high-traffic area frequented by players attempting to add fresh magazines and grenades to their inventory. Camping the ammo crate may be unsporting, but it's a reality you need to prepare for.

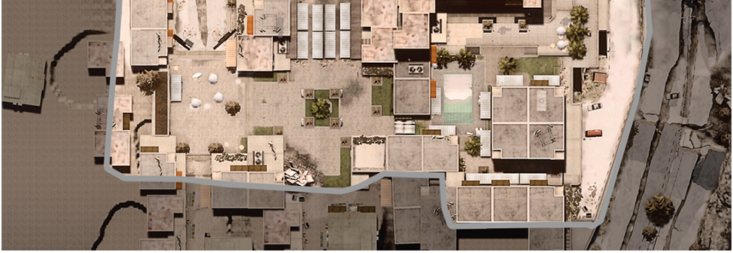
Tip


AF_StArR_PINOY [SVD] FailureKlown
dlopez841 [MP412 REX] The_Wikid_Viking
dlopez841 [MP412 REX] K22DOGG
DOCDEESNUTS [M5K] AF_StArR_PINOY
A
81
B
34
B
E
LEVEL 1
ToniT2011
dlopez841
RU 88
US 93
B
C
D
ToniT2011
Connoisseur
dlopez841
l1f3g1v3r
D

In the middle of the map, the hall between Flag B and Flag C is a high-traffic, dimly lit corridor of death. Try flanking paths instead of this central corridor to move between these two areas.

Gun Master

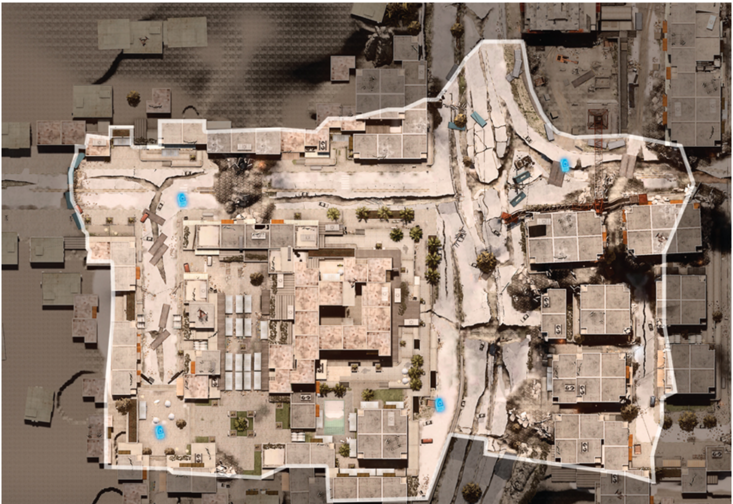




Click here for interactive maps

In Gun Master the fighting takes place on the west side of the map, around the Hotel. Early during the round, most players rush toward the Hotel's interior, as pistols, PDWs, and shotguns are most effective in the building's tight corridors. It's best to say in and around the Hotel until you gain access to a carbine or assault rifle. At that point consider moving to the market area on the west side of the Hotel. The fighting around the market and surrounding alleyways offers more intermediate range opportunities, allowing you to gain some breathing space from those still running around with devastating close-range PDWs and shotguns. When you gain access to a sniper rifle, shift to the streets surrounding the Hotel. The streets offer the longest sight lines on the map, giving you the best chance of taking down distant opponents with a single shot. When it's time to score kills with explosive weapons or a knife, race back inside the Hotel where it's easier to engage potential victims at close range.

Squad Deathmatch



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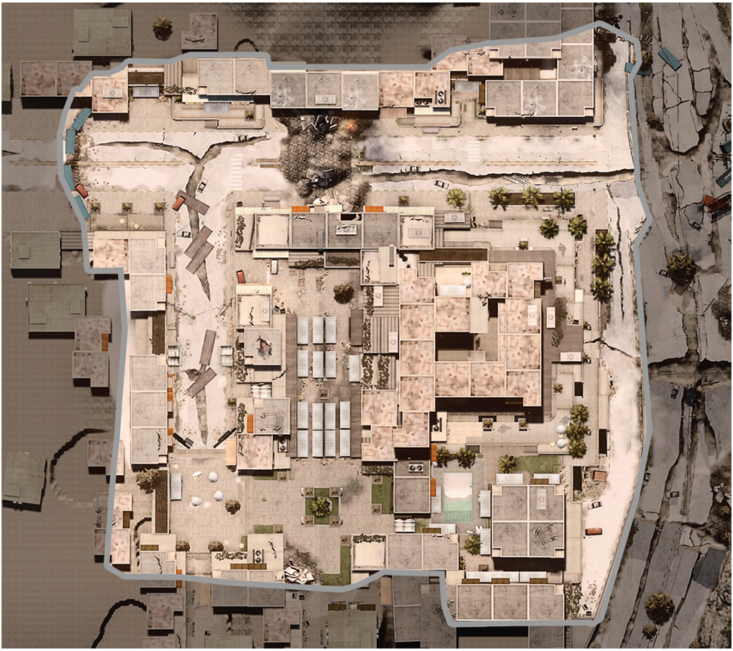
Most of the map is open for exploration during Squad Deathmatch with the exception of the Construction and Residential areas. If your squad is looking for a place to hole up, there aren't too many safe spots from which to defend. Even the Hotel is far too porous for one squad to effectively lock down. Your squad's best chances are to keep moving, patrolling the area around the Hotel and adjoining market to the west. Avoid moving along the streets flanking the Hotel. These streets are most likely to be patrolled by one of the randomly spawned IFVs or camped by enemy snipers. Instead, stick to the narrow alleyways, maintenance corridors, and other rubble-filled areas where the IFV has trouble maneuvering—the area around the Highrise is a relatively safe area to seek refuge from a pursuing IFV. If your squad manages to gain control of an IFV, do your best to keep your distance from the opposing squads. Consider parking it on the far western street and using its powerful weapons to engage enemy squads scurrying about the Crossroad intersection.

Team Deathmatch



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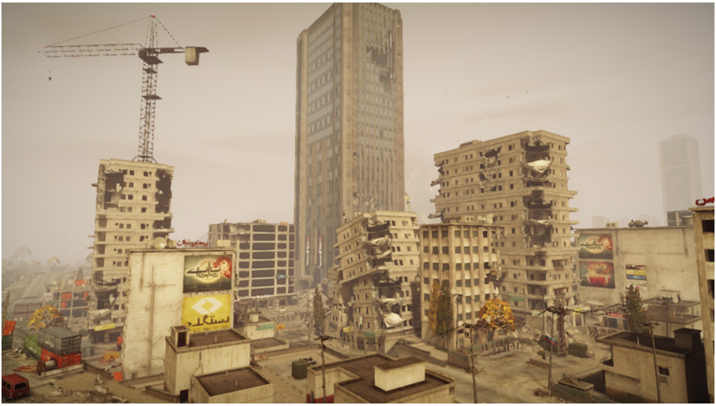
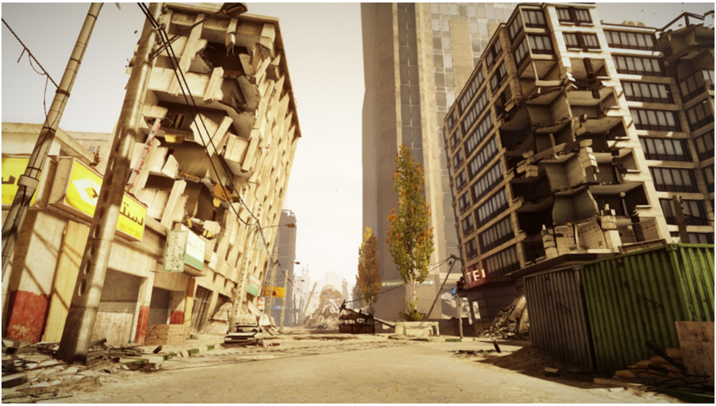
Like Gun Master, in Team Deathmatch the action is restricted to the west side of the map, with most fighting centered around the Hotel. Controlling the Hotel's interior corridors is a popular tactic that leads to some brutal close-quarter fighting—if you're planning on fighting for control of the Hotel's interior, bring along a PDW or shotgun. The Hotel lobby is the site of heavy action since most corridors lead to this central location. But the Hotel isn't the only contentious spot on the map. The street on the north side of the Hotel is an area frequented by sharpshooters since this area offers some of the longest sight lines. If you don't have a sniper or assault rifle, avoid moving along this street. Instead, patrol the area on the west side of the Hotel. The market area in particular is a great spot for some close- and intermediate-range gun battles where neither team has a distinct advantage.

Aftermath Battlefields

Markaz Monolith

Markaz Monolith



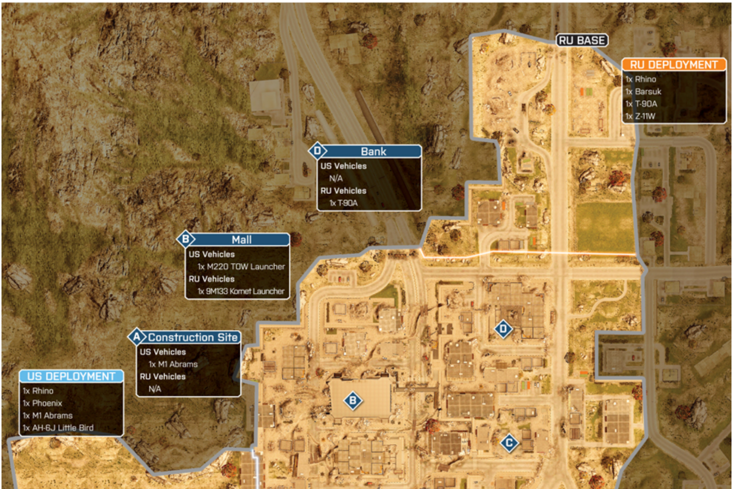


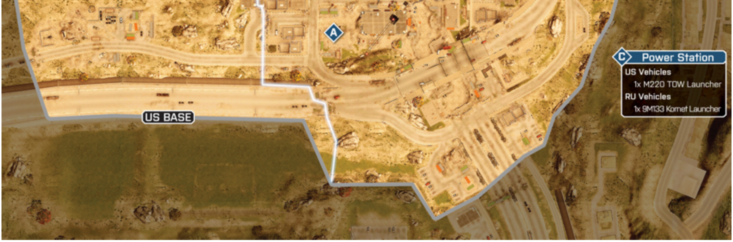
KKO
HOTEL
Supernova

Supernova
Supernova

convenience مغازه

Conquest





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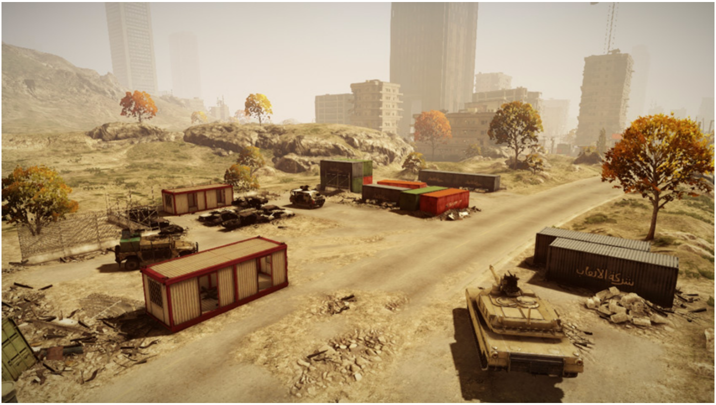
This once-bustling commercial district is now the site of an intense conflict, with the US team pushing in from the southwest while the RU team advances from the northeast. With only four flags up for grabs, the battle can sometimes result in a stalemate, with the US controlling the Construction Site (A) and Mall (B) on the west side and the RU team holding the Power Station (C) and Bank (D) on the east side. To avoid a grinding battle of attrition, both sides should attempt to capture and hold a minimum of three flags to initiate a drain on the opposing team's ticket count. While there are plenty vehicles available on this map, the heavy lifting is usually accomplished by infantry given the flag placement and difficult, urban terrain. At any given time there can be up to four tanks roaming these city streets, so squads from both sides should field a few engineers to counter these threats. The scout helicopters are most effective as troop transports, particularly during the opening moments of the match. But these helicopters can also help knock out enemy tanks, particularly if armed with Guided Missiles.

US Base

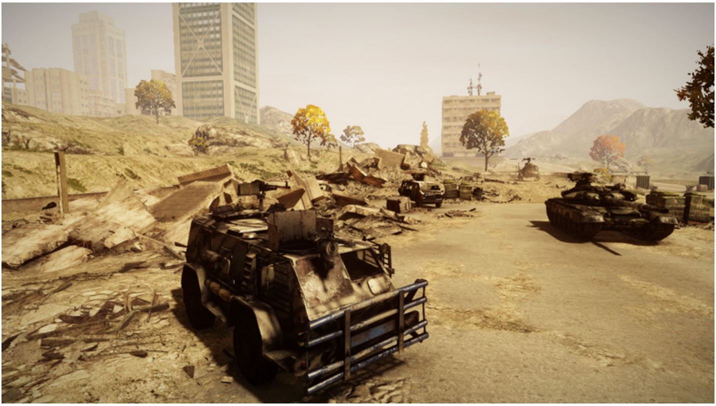


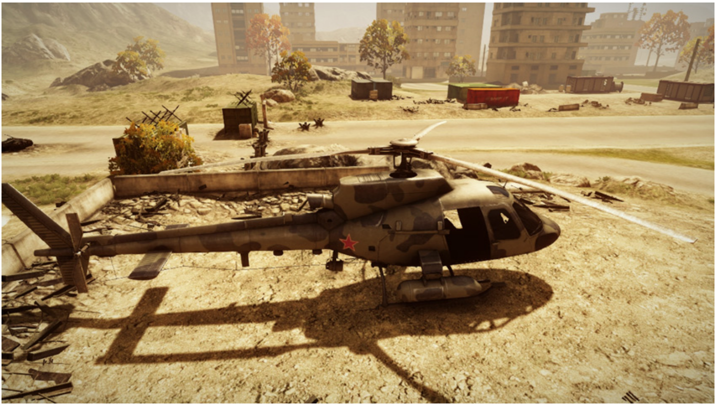
Base Assets

Name	Rhino	Phoenix	M1 Abrams	AH-6J Little Bird
Quantity	1	1	1	1
Respawn Time	20 sec.	20 sec.	40 sec.	50 sec.

The US team deploys from the southwest corner of the map, on the city's outskirts. When starting the match here, utilize every passenger seat in the four vehicles to transport troops into the city's center. Use the Rhino and Phoenix to rush the Construction Site (A) and Mall (B) while the AH-6J flies troops to the distant Power Station (C). If your team can lock down three control points at the start of the battle, you can assume a defensive posture and simply guard those flags for the remainder of the match while bleeding the RU team's ticket count. While the US Base is off limits to the RU team's ground forces, watch for attacks by their Z-11W scout helicopter. This location spawns the bulk of the US team's vehicles making them tempting strafing targets for enemy pilots. The machine guns mounted on the Phoenix, Rhino, and M1 Abrams are all capable of dishing out some damage against these airborne threats. But engineers armed with Stinger missiles are even more effective for deterring such attacks.

RU Base





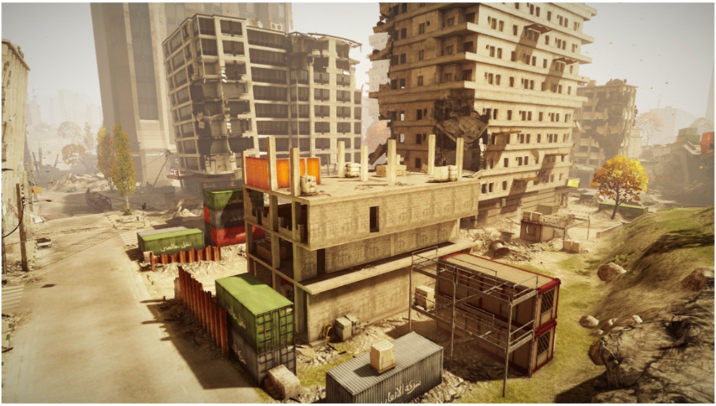
Base Assets

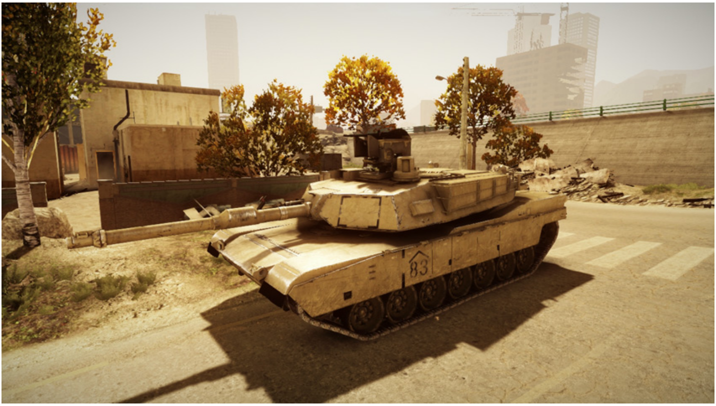
Name	Rhino	Barsuk	T-90A	Z-11W
Quantity	1	1	1	1
Respawn Time	20 sec.	20 sec.	40 sec.	50 sec.

The RU team's base is located in the northeast corner of the map and spawns a wide mix of vehicles that are ideal for rushing neutral control points at the start of the match. Like the US team, the RU team must make the most of their vehicle occupancies to transport the team into the city. So don't race off into the city until all the seats in your vehicle are filled. The Rhino and Barsuk are perfect for moving troops to the Bank (D) and Power Station (C). Meanwhile, load the Z-11W scout helicopter with infantry and drop them off at the Mall (B) before the US team can take control of this critical control point. Given the large number of vehicles spawned at the RU Base, it's a potential target for US helicopter pilots. While it's not worthwhile to post defenders here full-time, be prepared for the possibility of strafing attacks when spawning here. Even with this looming threat, it's still important to deploy here so you can transport vehicles into the city, such as the T-90A. These vehicles won't do your team any good collecting dust back at your base, so make an effort to spawn here and move them to the front lines.

A: Construction Site

شايلد كير
CHILD CARE



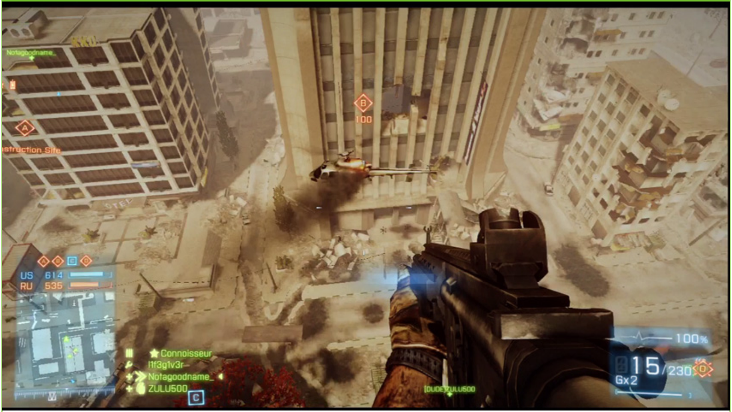


Control Point Assets

US Control	RU Control	Respawn Time
M1 Abrams (1)	—	50 sec.

Located only a few meters from the US Base on the west side of the map, the Construction Site (A) serves as a gateway into the city for the US team. Given its close proximity to the US Base, this control point is likely to be captured and controlled by the US team throughout the battle. But the US team shouldn't take this flag for granted since it produces an extra M1 Abrams that spawns in the street to the west—the control point produces no vehicles for the RU team. The flag here is positioned along a dirt road that cuts through the site, so it's easy for both infantry and vehicles to capture. The green, cube-shaped shipping containers flanking the flag offer plenty of cover for infantry. However, the partially constructed building on the south side of the flag is a popular hiding spot for defenders. So when attacking here, consider making a quick sweep of this structure before attempting to convert the flag. Recon troops should consider dropping a Radio Beacon inside this building in an effort to maintain a presence at this location, even if the flag falls into enemy hands.

Tip



Land a helicopter on one of the rooftops for an elevated vantage point overlooking objectives and the surrounding combat area.

B: Mall

Control Point Assets

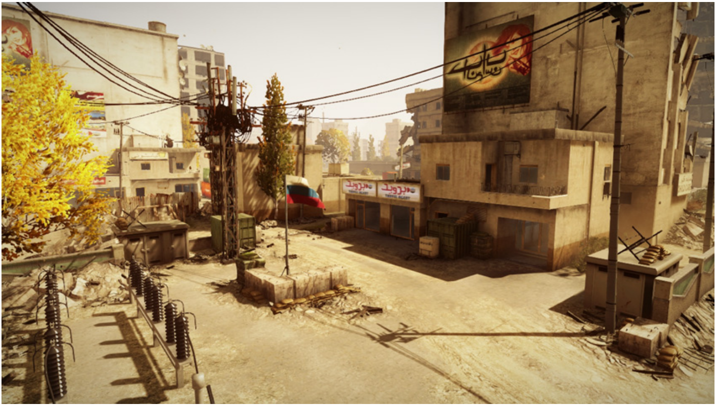
US Control	RU Control	Respawn Time
M220 TOW Launcher (1)	9M133 Kornet Launcher (1)	10 sec.

The map gets its name for this monolithic shopping mall on the city's west side. This structure dwarfs all other buildings in the neighborhood, so it's easy to spot no matter where you are on the map. Unfortunately, the earthquake has heavily damaged this source of local pride, leaving gaping holes in each of the four perimeter walls. This makes it possible to access the building's interior from any direction. A makeshift dirt road has also been carved through the center of the building and it allows vehicle access from the north and west sides. With so many entry points, the flag, located on the ground floor, is easily accessed by infantry and vehicles. The capture radius of the flag is quite large, and even allows troops on the second floor promenade to capture and contest it. The second, third, and fourth floors of the structure are accessible to infantry. But damage to these floors restricts movement to the east side. Still, these elevated perches are ideal for monitoring enemy traffic around the flag below. So when attacking here, consider approaching from the exterior sky bridge on the east side of the building. The sky bridge leads directly to the second floor, allowing you to capture the flag without stepping onto the ground floor. In this mode, the Mall (B) produces only an anti-tank launcher located on the east side.

Note

Unlike the other structures on the map, the roof of the Mall (B) cannot be accessed by infantry. The structure towers above the playable ceiling accessible by helicopters. So if you're looking to snipe or base jump, you'll need to do it from the rooftops of the neighboring buildings.

C: Power Station



convenience

TRAVEL AGENT
TRAVEL AGENT

Control Point Assets

US Control	RU Control	Respawn Time
M220 TOW Launcher (1)	9M133 Kornet Launcher (1)	10 sec.

This makeshift electrical substation is located in the parking lot of an abandoned travel agency, along with the control point's flag. Only producing an anti-tank missile launcher for each team, this control point is sometimes overlooked. But with only four flags on the map, the Power Station (C) is always worth capturing and defending. The flag is somewhat exposed in the center of the parking lot, but the adjacent concrete blocks offer some cover for infantry—just stay low. The travel agency building on the east side of the parking lot offers even more protection for defenders monitoring the flag—consider hiding a Radio Beacon inside this building to give your squad a spawn point within the city's center. While infantry attacks can trickle in from all directions, vehicles can only access the flag from the southern street. To deter vehicle attacks, defending engineers should place mines on the south side of the parking lot. The TOW or Kornet launcher, located to the south, is also well positioned to counter vehicle attacks.

D: Bank

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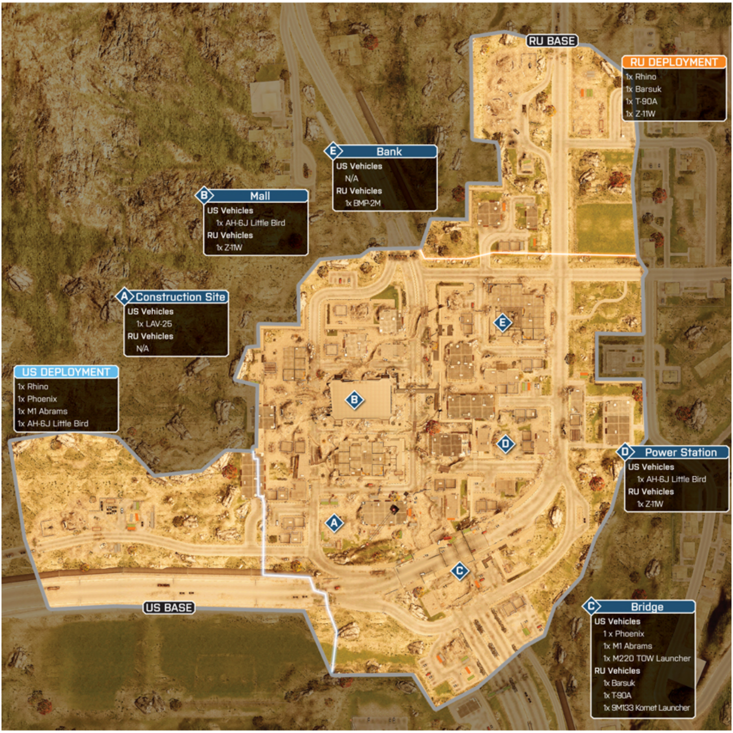
Control Point Assets

US Control	RU Control	Respawn Time
—	T-90A	50 sec.

Directly south of the RU Base, the Bank (D) is always within the RU team's reach. As a result, the RU team is likely to capture and control this flag throughout the match. But the RU team can't be complacent and leave this control point undefended. The Bank (D) produces a T-90A tank (that spawns to the north) for the RU team, providing them with some heavy firepower that is ideal for locking down this location or assaulting nearby control points. The US team gains no assets by holding this control point. The flag is located in a covered entryway on the building's southwest corner. While it's possible for vehicles to drive into the cramped entryway, this flag is best captured by infantry. However, before rushing toward the flag, watch for defenders posted on the ring-like rooftop above. This small rooftop area can be accessed via ladders on the west and south sides. From this elevated position its possible to fire down on enemies gathered near the flag. This rooftop position is also an ideal sniper perch for recon troops monitoring the western and southern approaches.

Conquest 64



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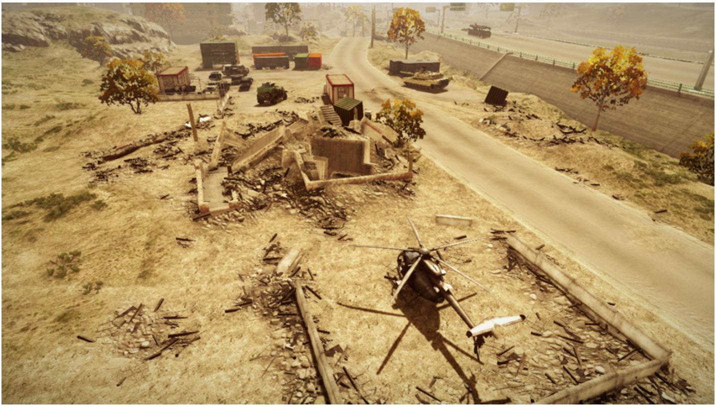
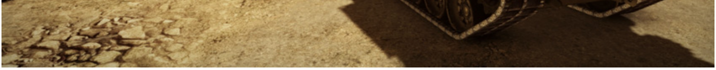
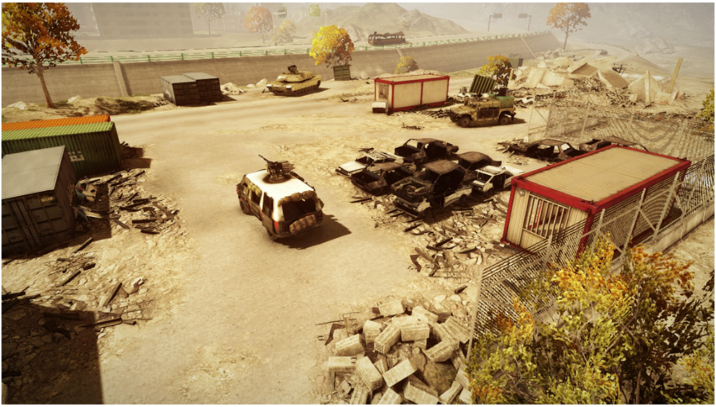
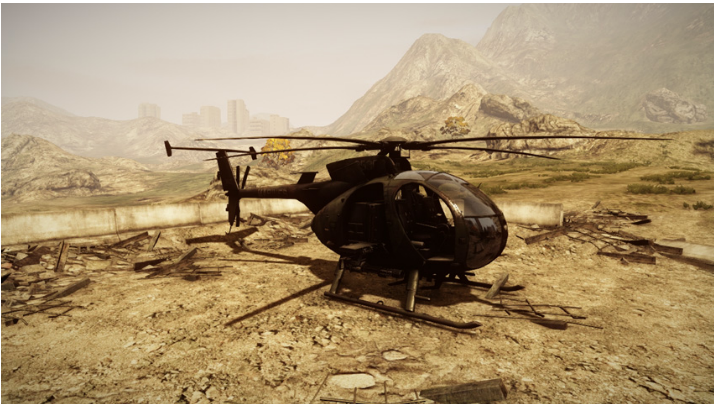
In this larger scale variant of Conquest the map expands to include the Bridge (C) control point on the southern edge. There is also a significant increase in air traffic thanks to the additional scout helicopters spawned at the Mall (B) and Power Station (D). With a total of five flags on the map, both teams should try to capture and hold at least three of them in order to drain the opposing team's tickets. For the US team it makes the most sense to center their efforts around the Construction Site (A), Mall (B), and Bridge (C) to give them a solid footing on the west side of the map. Meanwhile, the RU team should focus their efforts at the Bank (E), Power Station (D), and Bridge (C) to consolidate their influence on the city's eastern side. Of course, if manpower allows, look for opportunities to capture more than three flags. But given each team's access to scout helicopters, it's important to keep defenders posted at each control point that your team holds. The scout helicopters make it easy to stage breakout attacks by air-dropping troops at any point on the map. So even if your team captures all five flags, don't expect to lay siege to the opposing team's base unless you have a way to shoot down their scout helicopter.

US Base





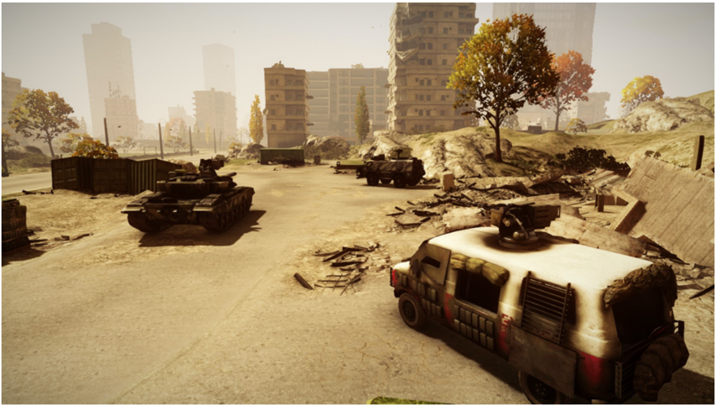


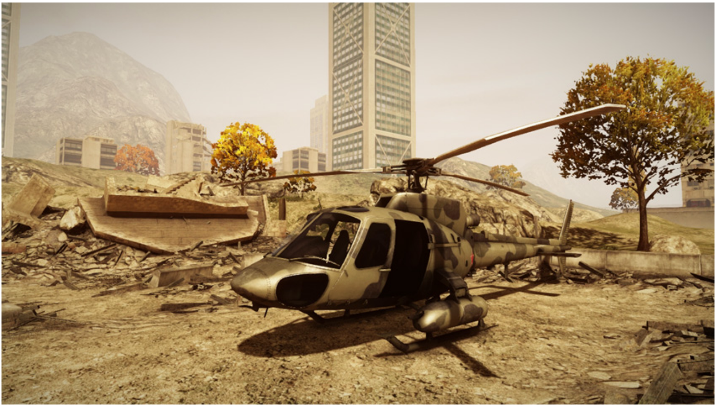


Base Assets				
Name	**Rhino**	**Phoenix**	**M1 Abrams**	**AH-6J Little Bird**
Quantity	1	1	1	1
Respawn Time	20 sec.	20 sec.	40 sec.	50 sec.

As in the smaller variant, the US team deploys from the southwest corner of the map, on the city's outskirts. When starting the match here, utilize every passenger seat in the four vehicles to transport troops into the city's center. Use the Rhino and Phoenix to rush the Construction Site (A) and Mall (B) while the AH-6J flies troops to the distant Bridge (C) or Power Station (D). If your team can lock down three control points at the start of the battle, you can assume a defensive posture and simply guard those flags for the remainder of the match while bleeding the RU team's ticket count. While the US Base is off limits to the RU team's ground forces, watch for attacks by their Z-11W scout helicopters. This location spawns the bulk of the US team's vehicles, and they are tempting strafing targets for enemy pilots. The machine guns mounted on the Phoenix, Rhino, and M1 Abrams are all capable of dishing out some damage against these airborne threats. But engineers armed with Stinger missiles are even more effective for deterring such attacks.

RU Base



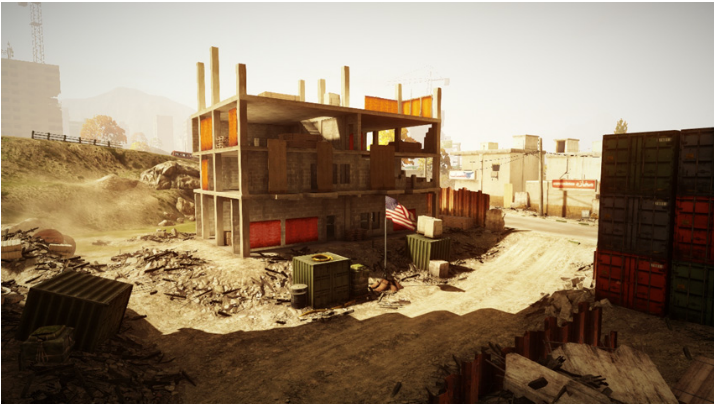


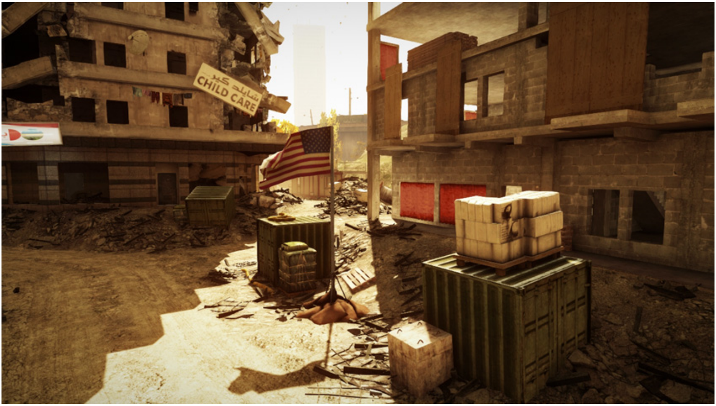
Base Assets

Name	Rhino	Barsuk	T-90A	Z-11W
Quantity	1	1	1	1
Respawn Time	20 sec.	20 sec.	40 sec.	50 sec.

The RU team's base is located in the northeast corner of the map and it spawns a wide mix of vehicles that are ideal for rushing neutral control points at the start of the match. Like the US team, the RU must make the most of their vehicle occupancies to transport the team into the city. So don't race off into the city until all the seats in your vehicle are filled. The Rhino and Barsuk are perfect for moving troops to the Bank (E) and Power Station (D). Meanwhile, load the Z-11W scout helicopter with infantry and drop them off at the Mall (B) and Bridge (C) before the US team can take control of these critical control points. Given the large number of vehicles spawned at the RU Base, it's a potential target for US helicopter pilots. While it's not worthwhile to post defenders here full-time, be prepared for the possibility of strafing attacks when spawning here. Even with this looming threat, it's still important to deploy here so you can transport vehicles into the city, such as the T-90A. These vehicles won't do your team any good collecting dust back at your base so make an effort to spawn here and move them to the front lines.

A: Construction Site





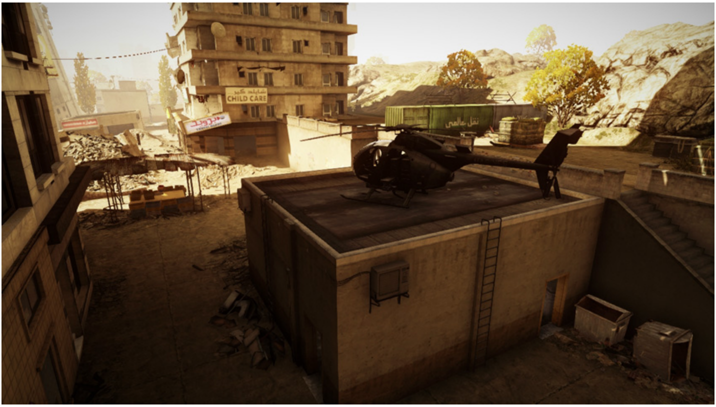
Control Point Assets

US Control	RU Control	Respawn Time
LAV-25 (1)	—	50 sec.

Located only a few meters from the US Base on the west side of the map, the Construction Site (A) serves as a gateway into the city for the US team. Given its close proximity to the US Base, this control point is likely to be captured and controlled by the US team throughout the course of the battle. But the US team shouldn't take this flag for granted since it produces an LAV-25, spawning in the street to the west—the control point produces no vehicles for the RU team. The flag here is positioned along a dirt road that cuts through the site, making it easy for both infantry and vehicles to capture. The green, cube-shaped shipping containers flanking the flag offer plenty of cover for infantry. However, the partially constructed building on the south side of the flag is a popular hiding spot for defenders. So when attacking here, consider making a quick sweep of this structure before attempting to convert the flag. Recon troops should consider dropping a Radio Beacon inside this building in an effort to maintain a presence at this location, even if the flag falls into enemy hands.

B: Mall

Supernova
Supernova

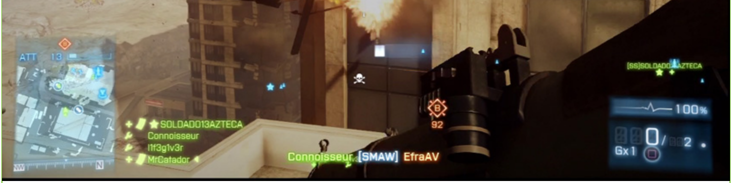


Control Point Assets

US Control	RU Control	Respawn Time
AH-6J Little Bird (1)	Z-11W (1)	60 sec.
M220 TOW Launcher (1)	9M133 Kornet Launcher (1)	10 sec.

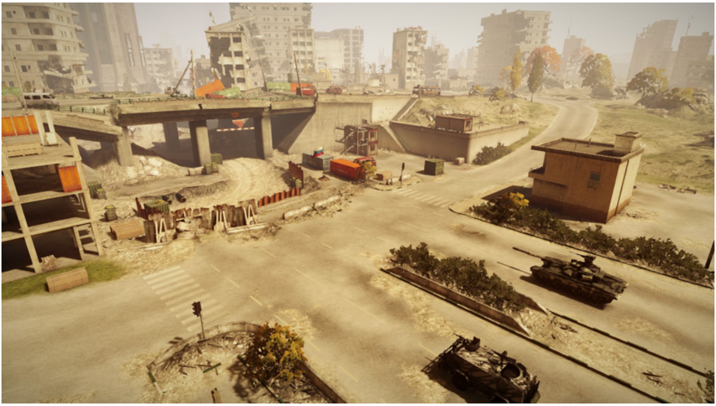
The map gets its name for this monolithic shopping mall on the city's west side. This structure dwarfs all the other buildings in the neighborhood, so it's easy to spot no matter where you are on the map. Unfortunately, the earthquake has heavily damaged this source of local pride, leaving gaping holes in each of the four perimeter walls. This makes it possible to access the building's interior from any direction. A makeshift dirt road has also been carved through the center of the building and it allows vehicle access from the north and west sides. With so many entry points, the flag, located on the ground floor, is easily accessed by infantry and vehicles. The capture radius of the flag is quite large, and even allows troops on the second floor promenade to capture and contest it. The second, third, and fourth floors of the structure are accessible to infantry. But damage to these floors restricts movement to the east side. Still, these elevated perches are ideal for monitoring enemy traffic around the flag below. So when attacking here, consider approaching from the exterior sky bridge on the east side of the building. The sky bridge leads directly to the second floor, so you can capture the flag without stepping onto the ground floor. The team who controls this flag gains access to an extra scout helicopter thatspawns on a rooftop to the west. Since this helicopter spawns so far from the flag, it can easily be captured (or booby trapped) by enemies.

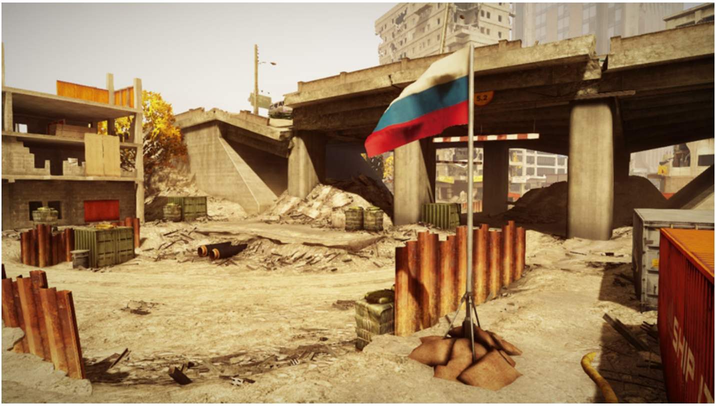
Tip

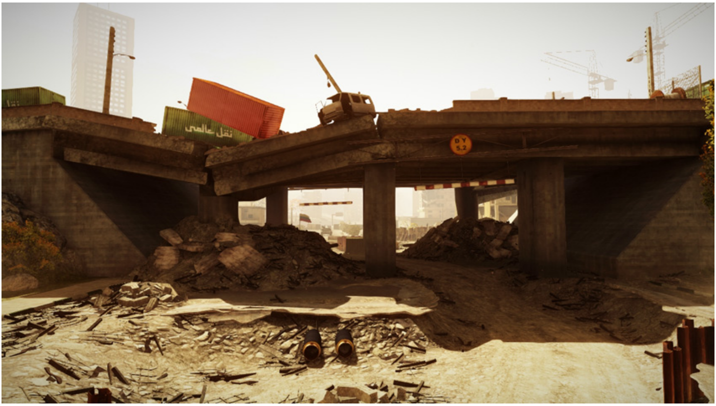


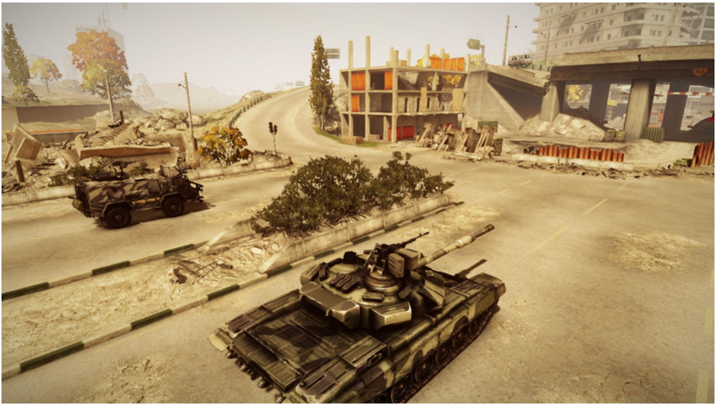
Many players neglect to keep an eye on the action occurring above them. There are many high ledges surrounding the Mall (B)—use these elevated points to your advantage and get the drop on opposing forces.

C: Bridge









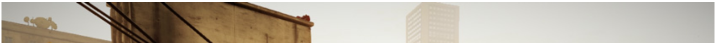
Control Point Assets

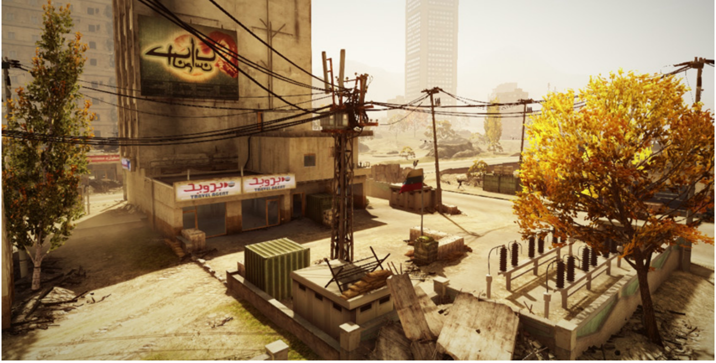
US Control	RU Control	Respawn Time
Phoenix (1)	Barsuk (1)	50 sec.
M1 Abrams (1)	T-90A (1)	50 sec.
M220 TOW Launcher (1)	9M133 Kornet Launcher (1)	10 sec.

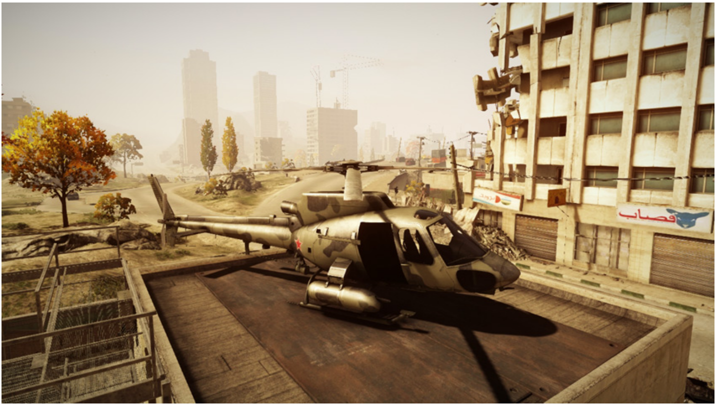
Tucked away on the southern edge of the map, the Bridge (C) is somewhat isolated from the heavy fighting occurring in the city's center. But the lure of gaining two more vehicles, including a tank, should make capturing and holding this flag a priority for both teams. The flag and its spawned assets are located on the south side of the heavily damaged span from which the control point gets its name. There isn't much cover near the flag itself, so consider capturing this flag from within an armored vehicle such as a tank or IFV. Several streets lead to this location, but attacks from the Construction Site (A) to the west, and the Power Station (D) to the east are the most common. When defending here, deploy as an engineer and drop mines near the flag while taking up an overwatch position in the partially constructed building to the west or on the bridge itself to the north. From these elevated positions, it's easy to engage enemy infantry and vehicles gathered near the flag. In addition to watching the flag, keep an eye on the vehicles spawned to the south—don't let the enemy steal your tank!

D: Power Station

TRAVEL AGENT
TRAVEL AGENT







Control Point Assets

US Control	RU Control	Respawn Time
AH-6J Little Bird (1)	Z-11W (1)	60 sec.
M220 TOW Launcher (1)	9M133 Kornet Launcher (1)	10 sec.

This makeshift electrical substation is located in the parking lot of an abandoned travel agency, along with the control point's flag. Like the Mall (B), this control point produces a scout helicopter for each team, which makes it a very popular control point. But this helicopter spawns far from the flag, on a rooftop to the east. This makes the helicopter relatively easy for the opposing team to steal or sabotage, so don't let it sit idle too long. Get it into the air and help out your team by transporting troops or strafing enemy infantry and tanks. The flag here is somewhat exposed in the center of the parking lot, but the adjacent concrete blocks offer some cover for infantry—just stay low. The travel agency building on the east side of the parking lot offers even more protection for defenders monitoring the flag—consider hiding a Radio Beacon inside this building to give your squad a spawn point within the city's center. While infantry attacks can trickle in from all directions, vehicles can only access the flag from the southern street. To deter vehicle attacks, defending engineers should place mines on the south side of the parking lot. The TOW or Kornet launcher, located to the south, is also well positioned to counter vehicle attacks.

E: Bank

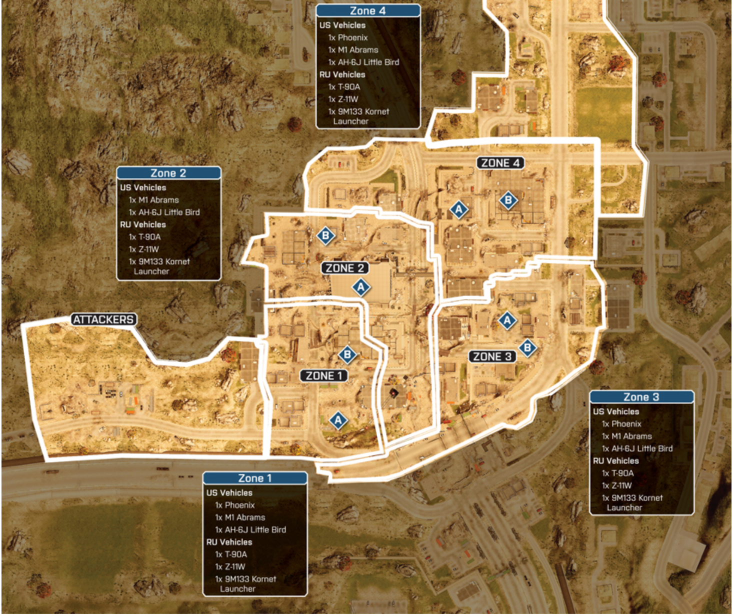
METROPOLITAN BANK

Control Point Assets

US Control	RU Control	Respawn Time
—	BMP-2M (1)	50 sec.

Located directly south of the RU Base, the Bank (E) is always within the RU team's reach. As a result, the RU team is likely to capture and control this flag throughout the match. But the RU team can't be complacent and leave this control point undefended. The Bank (E) produces a BMP-2M IFV (spawned to the north) for the RU team, providing them with some heavy firepower that is ideal for locking down this location or assaulting nearby control points—the US team gains no assets by holding this control point. The flag is located in a covered entryway on the building's southwest corner. While it's possible for vehicles to drive into the cramped entryway, this flag is best captured by infantry. However, before rushing toward the flag, watch for defenders posted on the ring-like rooftop above. This small rooftop area can be accessed via ladders on the west and south sides. From this elevated position its possible to fire down on enemies gathered near the flag. This rooftop position is also an ideal sniper perch for recon troops monitoring the western and southern approaches.

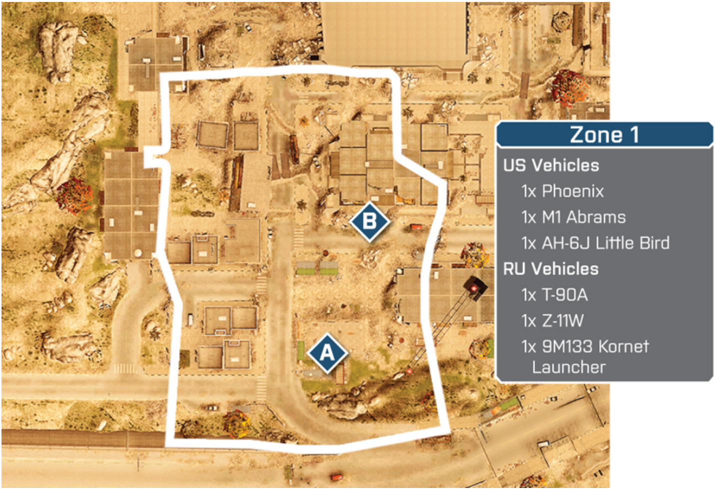
Rush



Click here for interactive maps

During this Rush battle, both teams have access to tanks and scout helicopters, providing an added sense of urgency and danger to each phase. The battle is spread across four zones, starting out at the Construction Site and then moving on to the Mall, Power Station, and Bank. While infantry combat dominates the fight over each objective, both sides should be prepared to counter the threats posed by the tanks and helicopters. In close matches, these vehicles often cancel each other out. But neither team can rely on their own vehicles to win each tank vs. tank or helicopter vs. helicopter duel. That's where engineers come in. In addition to repairing these critical vehicles, engineers can also dish out some serious damage through the deployment of mines and the firing of anti-tank and anti-aircraft missiles. The team that manages to field engineers in the most effective manner stands a good chance of walking away with a win. But don't forget to get keep your vehicles in the fight as well. Once destroyed, vehicles often spawn far from the action. Still, they can all be accessed directly from the spawn screen, which makes it easy to get them back in the fight.

Zone 1: Construction Site



Zone 1

US Vehicles

- 1x Phoenix
- 1x M1 Abrams
- 1x AH-6J Little Bird

RU Vehicles

- 1x T-90A
- 1x Z-11W
- 1x 9M133 Kornet Launcher

US Deployment

Deployment Area Assets

Name	Phoenix	M1 Abrams	AH-6J Little Bird
Quantity	1	1	1
Respawn Time	30 sec.	30 sec.	60 sec.

At the start of this Rush battle, the US team deploys from the west side of the map. There are two initial deployment areas for the team. Infantry spawn just outside the city while the vehicles spawn in the area to the west, similar to the US Base during Conquest. If you want one of the vehicles, spawn directly into it from the spawn screen instead of hiking back to the west. Since the infantry spawn close to the city, this puts them within early-round striking distance of both objectives. So if you spawn here, sprint to the east in an effort to reach the objectives before the RU team can secure them. Alternately, use the Phoenix and Little Bird to rush troops to the front lines. However, be mindful of the RU team's T-90A and Z-11W scout helicopter—the M1 Abrams and Little Bird are best suited for dealing with these threats. But in the event that friendly vehicles aren't available, make sure your team has plenty of engineers armed with rocket launchers and Stingers to knock out the RU team's tank and helicopter.

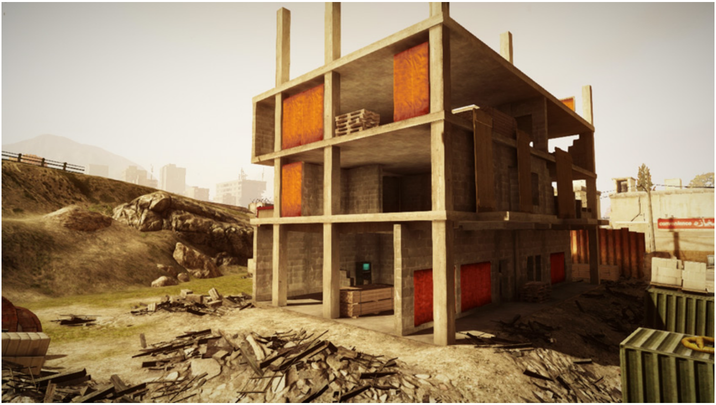
RU Deployment

Deployment Area Assets

Name	T-90A	Z-11W	9M133 Kornet Launcher
Quantity	1	1	1
Respawn Time	50 sec.	60 sec.	10 sec.

The race is on at the start of this battle, and the RU team has little time to waste. Most of the RU team deploys on the east side of the hotel, putting them close to M-COM Station B. However, reaching M-COM Station A at the Construction Site before the US attackers arrive can be tough. Infantry spawning near the hotel should make a beeline for the Construction Site. Meanwhile, get the T-90A to the front lines, too, and deploy it along the street between the two objectives—try to position the tank so it can ambush the incoming traffic from the west. Instead of relying on the Z-11W scout helicopter to transport troops, use it to attack the US team's Little Bird, preferably with Heat Seekers. When the US air threat is eliminated, use this helicopter to support defensive efforts on the ground by strafing the M1 Abrams and Phoenix. If the RU team can survive the initial assault, the Z-11W is perfect for strafing the US team near their deployment area on the west side of the map. A good helicopter pilot can make all the difference in this fight.

M-COM Station A



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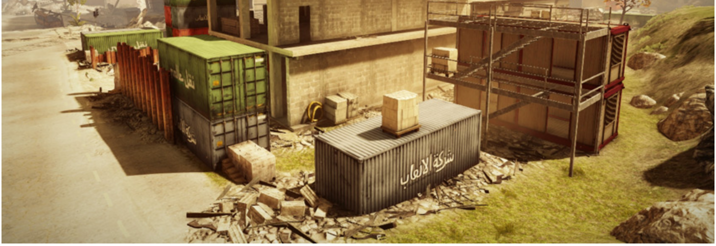
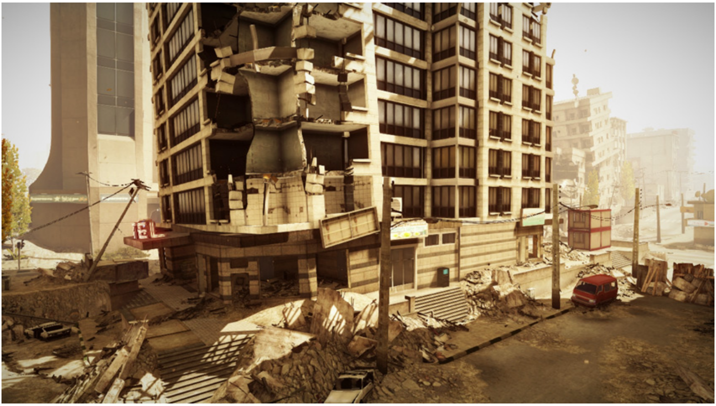
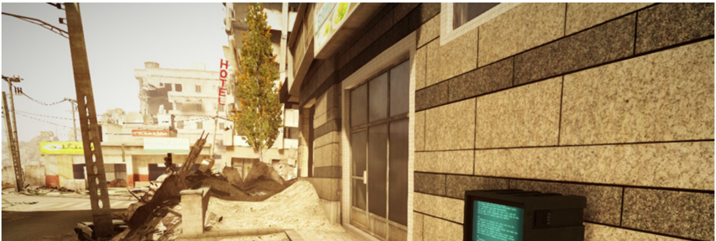
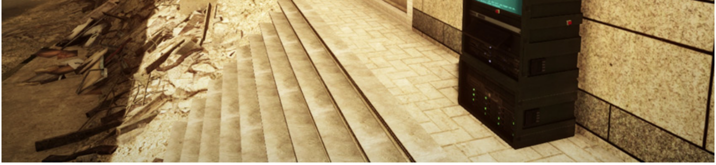


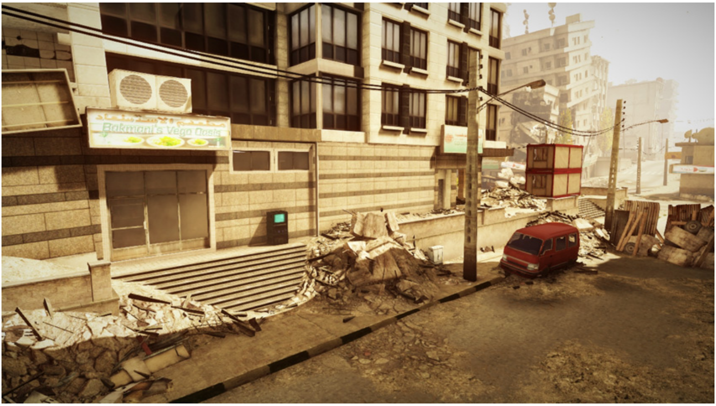
M-COM Station A is on the ground floor of the partially constructed building at the Construction Site. This objective is likely to come under attack first given its close proximity to the US team's deployment area to the west. Therefore, the RU defenders must sprint here if they wish to prevent an early-round attack. The objective is completely exposed on the east side of the building. Infantry hiding among the rubble to the east have a clear line of sight on the objective. As a result, the attackers should consider securing this side of the building before attempting to plant a charge—if necessary, park the M1 Abrams here to serve as a makeshift wall. Both sides stand the best chance of securing this objective if they can maintain a presence nearby. Therefore recon troops should consider placing Radio Beacons in the upper floors of this building to serve as forward spawn points. Whether attacking or defending, spawning on the upper floors of this building is a great way to stay near the action.

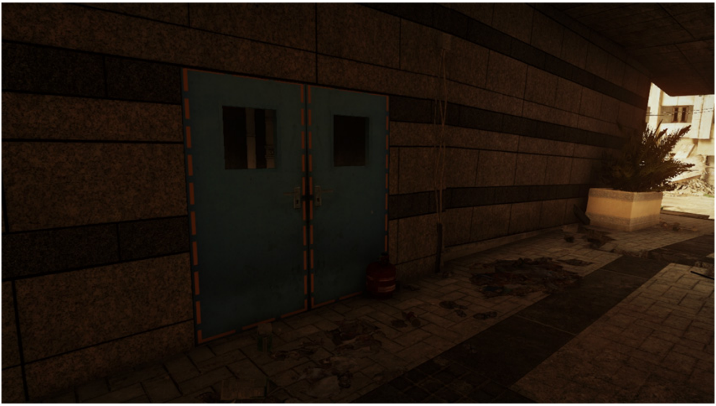
M-COM Station B





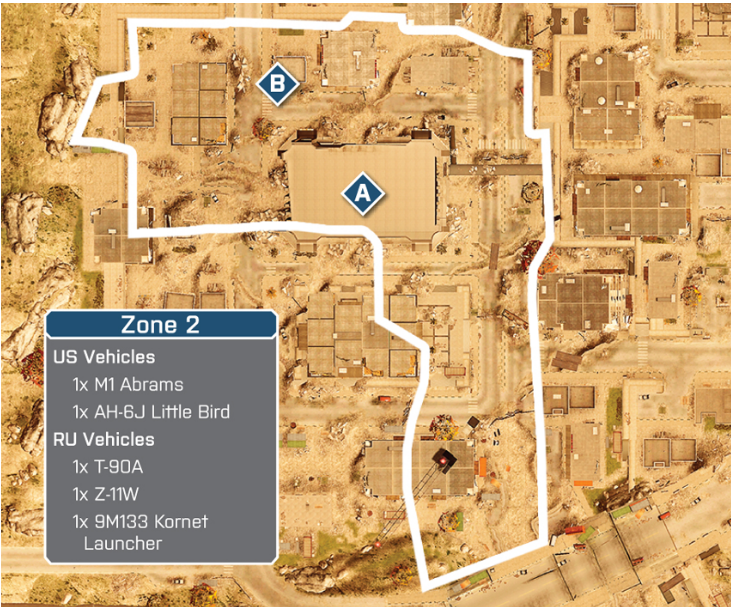






This objective is completely exposed, positioned alongside the southern exterior wall of the hotel, directly across the street from the Construction Site. The objective is visible from multiple angles, as well as from the upper floors above M-COM Station A. This makes the objective extremely dangerous for the attackers to approach without the aid of vehicles. In an effort to deter early-round attacks, the defenders should move their T-90A into the street adjacent to the objective. Instead of attacking along the street, attacking infantry can sneak up on the objective by accessing a hidden shortcut in the hotel. Locate the blue double doors within the hotel entryway and shoot red gas tank nearby to clear a path. Beyond the doors is a passage leading to the restaurant adjacent to the objective—place a Radio Beacon inside this building. From here infantry can rush out of the restaurant and plant a charge on the objective, minimizing their exposure in the street. Still, it's a good idea to obscure the objective in smoke before attempting to plant a charge. At the very least, park the M1 Abrams nearby to offer some protection and covering fire.

Zone 2: Mall

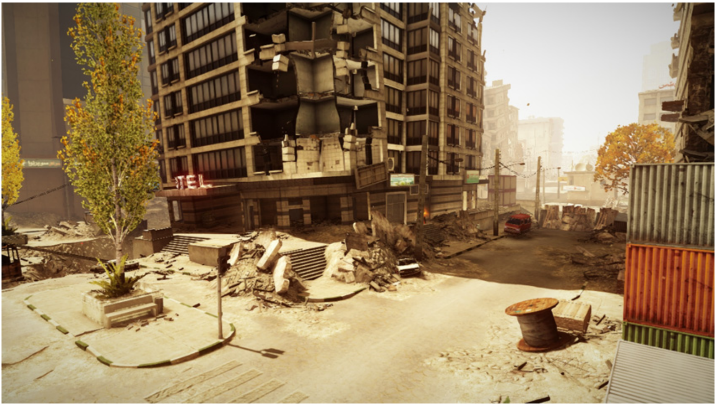


Zone 2

US Vehicles
- 1x M1 Abrams
- 1x AH-6J Little Bird

RU Vehicles
- 1x T-90A
- 1x Z-11W
- 1x 9M133 Kornet Launcher

US Deployment



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شرکت بازرگانی محمد و محمد
Mohamed & Mohamad Trading Co

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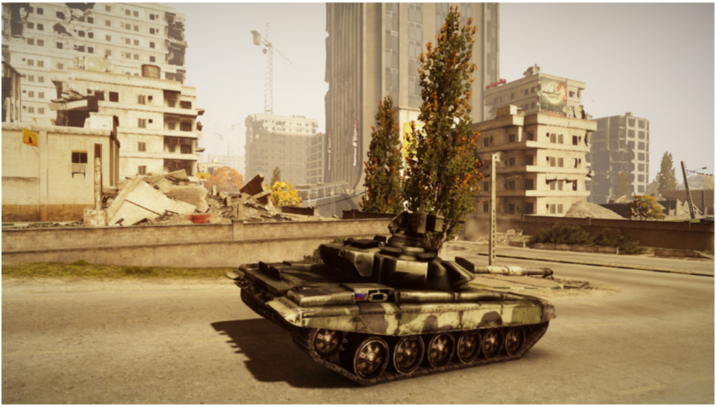
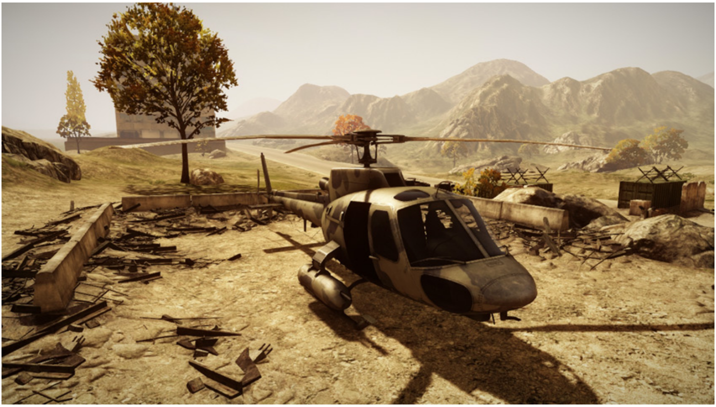
Deployment Area Assets

Name	M1 Abrams	AH-6J Little Bird
Quantity	1	1
Respawn Time	30 sec.	60 sec.

Following the destruction of the M-COM stations at the Construction Site, the US team's deployment area shifts into the city. US infantry now deploy at the intersection by the Construction Site and hotel. The team's M1 Abrams spawns in the street, a block west of the Construction Site, and the AH-6J Little Bird still spawns back at the original deployment area to the far west—both vehicles can be accessed directly through the spawn screen. As in the previous phase, the vehicles provided to the US team are essential for countering the RU team's T-90A and Z-11W. In addition to hunting down the enemy vehicles, the Little Bird is effective for scattering troops around the map—this is a great way to stage early-round sneak attacks on the distant M-COM Station B. Expect the heaviest fighting inside the Mall while attempting to set a charge on M-COM Station A. Consider driving the M1 Abrams into the Mall to provide cover and fire support while teammates attack the objective.

RU Deployment



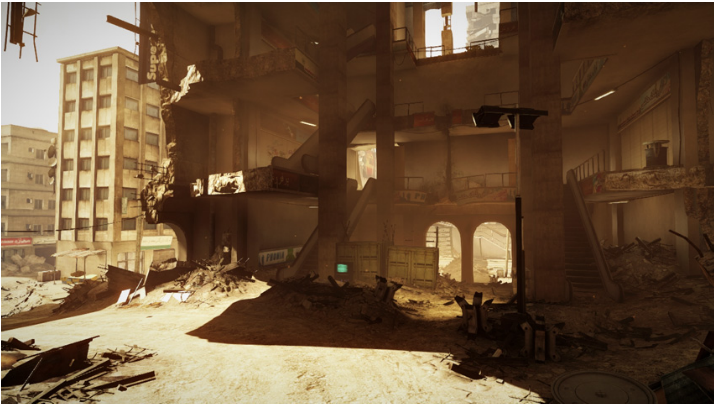


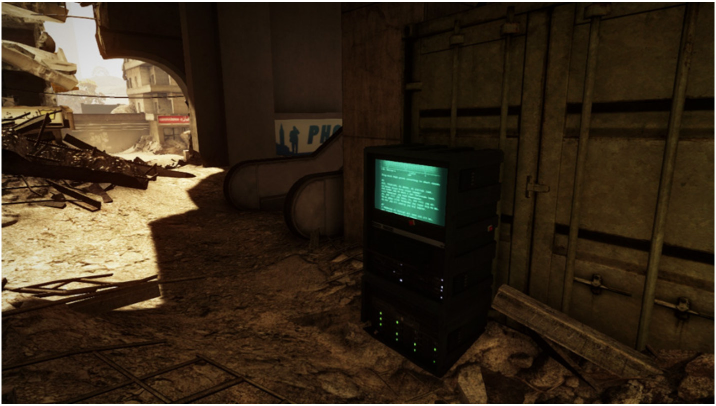
Deployment Area Assets

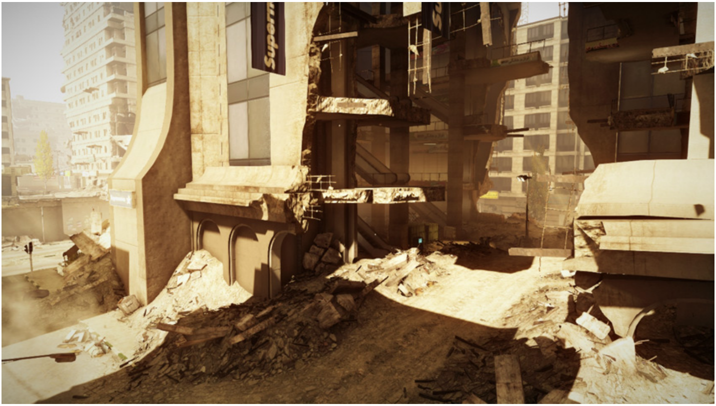
Name	T-90A	Z-11W	9M133 Kornet Launcher
Quantity	1	1	1
Respawn Time	50 sec.	60 sec.	10 sec.

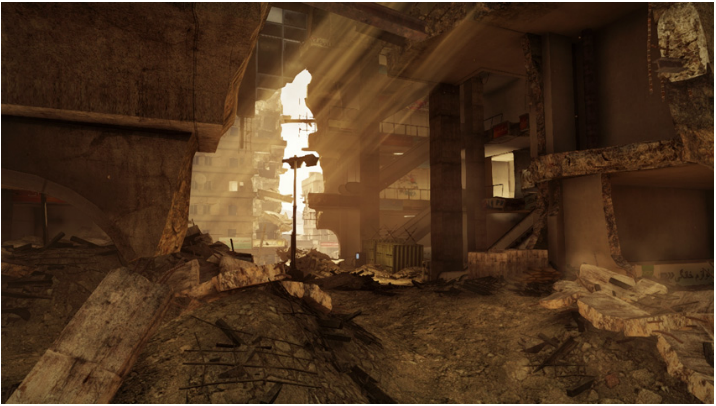
After losing ground at the Construction Site, the RU team is pushed back deeper into the city, and deploy in the street northeast of the Mall. Unlike the previous phase, this time the RU team has a few extra seconds to prepare their defenses around the two objectives. First, get troops into the Mall and establish a perimeter around M-COM Station A, utilizing the upper floors as overwatch positions. Simultaneously move troops to M-COM Station B and watch for enemy traffic along the street to the south—use the nearby Kornet launcher to target the US team's M1 Abrams. Park the T-90A at the southwest corner of the Mall and hammer US troops near their deployment area to the south. If necessary, retreat to conduct repairs or whenever you need to respond to flanking attacks. Finally, attack aggressively with the Z-11W, engaging both the Little Bird and M1 Abrams—use Heat Seekers and cannon fire to shoot down the Little Bird, then perform strafing runs on the US team's tank.

M-COM Station A









M-COM Station A is located on the Mall's ground floor, which makes it an extremely dangerous objective to attack given the numerous sight lines focused on this position. The second, third, and fourth floors of the Mall are all accessible and they give the defenders plenty of elevated overwatch positions from which to cover the objective. In addition to watching the objective, defending engineers should place mines along the northern and western entry points to prevent the US team's M1 Abrams from charging into the Mall. Before racing to the objective, the US team should work to secure the Mall's upper floors. Infiltrate the Mall from the sky bridge on the east side and sneak up on the defenders from behind. However, watch the sky bridge for Claymores and other booby traps—the sky bridge is a narrow choke point that the defenders can leverage to score some easy kills. Both teams should place Radio Beacons on the Mall's upper floors to maintain a presence close to this objective.

M-COM Station B

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Delphis Computer
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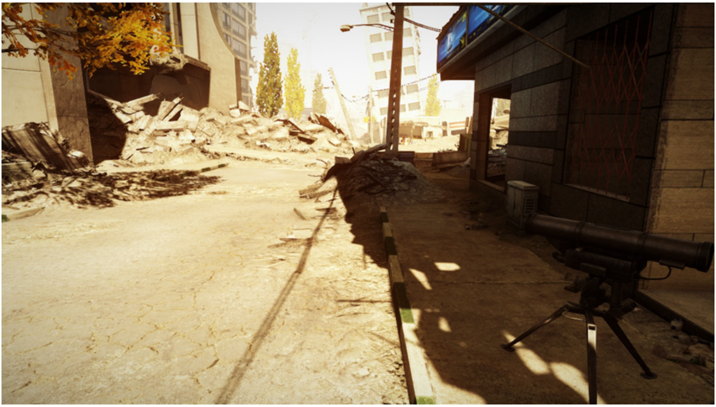
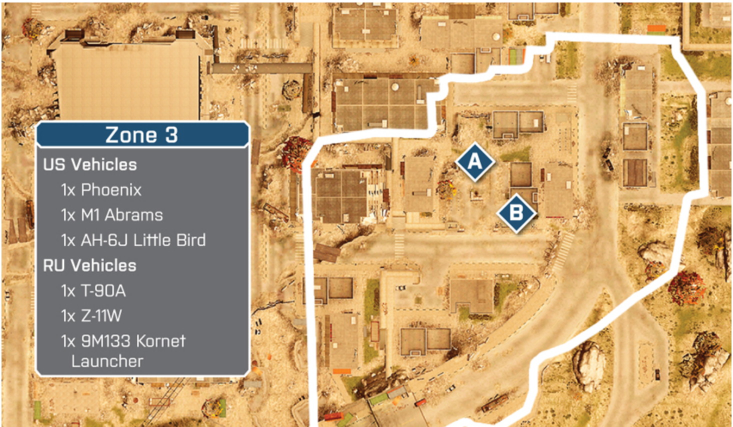
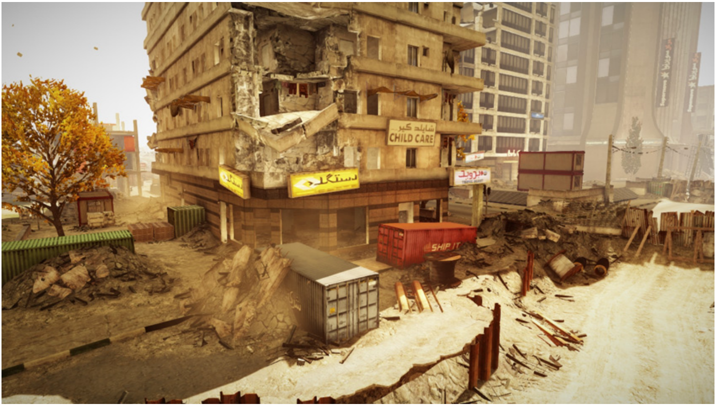


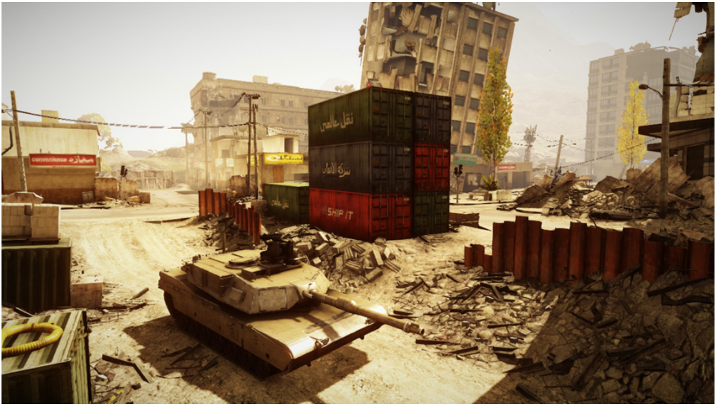
This objective is housed within the small convenience store across the street from the Mall. The store's interior can be accessed through doorways on the north and south sides of the structure. However, the perimeter walls of the building are destructible, so attackers can make their own doorway with explosive weaponry. Instead of camping inside this small building, defenders should focus their efforts on the perimeter, hiding among the surrounding alleys and rubble to ambush enemy troops rushing toward the store. The long sight lines offered by the nearby streets make this a popular area for snipers, so be ready to dive behind cover, whether attacking or defending. A Kornet launcher is positioned across the street to the west, and it's ideal for engaging the M1 Abrams—attackers can use this same launcher to attack the T-90A or to punch holes in the convenience store.

Zone 3: Power Station



US Deployment



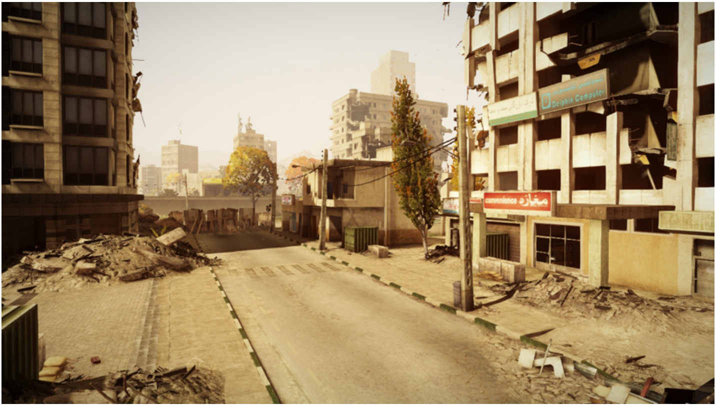


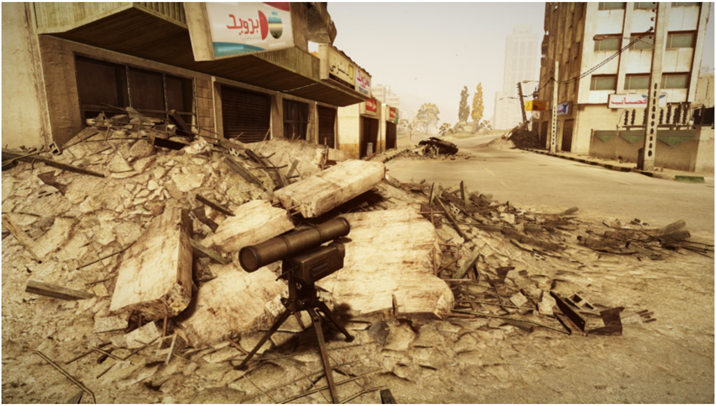
Deployment Area Assets

Name	Phoenix	M1 Abrams	AH-6J Little Bird
Quantity	1	1	1
Respawn Time	30 sec.	30 sec.	60 sec.

In this phase of the battle, the US team's deployment area shifts slightly to the west in preparation for their assault on the objectives at the Power Station. Infantry spawn in the street just south of the hotel while the M1 Abrams and Phoenix are deployed to the west—the AH-6J Little Bird still spawns at the original deployment area on the city's western outskirts. Since the next set of objectives are clustered in a small area, punching through the RU team's consolidated defenses can be tough. Therefore the team needs to coordinate a simultaneous attack on the Power Station, hitting both objectives at once. The M1 Abrams and Phoenix are most successful advancing along the Bridge, flanking the Power Station from the south. Meanwhile, use the Little Bird to counter the RU team's Z-11W and T-90A. Infantry should take up positions among the buildings on the west and south side of the Power Station, utilizing Radio Beacons and squad spawning to apply consistent pressure against the objectives.

RU Deployment





Deployment Area Assets

Name	T-90A	Z-11W	9M133 Kornet Launcher
Quantity	1	1	1
Respawn Time	50 sec.	60 sec.	10 sec.

Immediately following the loss of the two objectives at the Mall, don't waste any time securing the next set of objectives at the Power Station. With both objectives placed only a few meters from each other, the defenders can consolidate their forces at one location. The defending infantry deploy in the street just north of the Power Station, along with the T-90A. The Z-11W spawns back at the original helipad to the far north. As usual, the US team's vehicles pose the biggest threat, so use the T-90A and Z-11W to counter the incoming M1 Abrams, Phoenix, and Little Bird. Engineers can assist by placing mines and firing rocket launchers and IGLAs. While most attackers advance along the street to the west, prepare for flanking attacks crossing the Bridge to the south—consider posting a squad on the Bridge to detect and ambush opponents here. To avoid losing control of the Power Station, each defending squad should post a Radio Beacon near the objectives, preferably within the abandoned travel agency building. If the RU team can maintain a presence here, they stand a good chance of holding out for a win.

M-COM Station A

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TRAVEL AGENT
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TRAVEL AGENT

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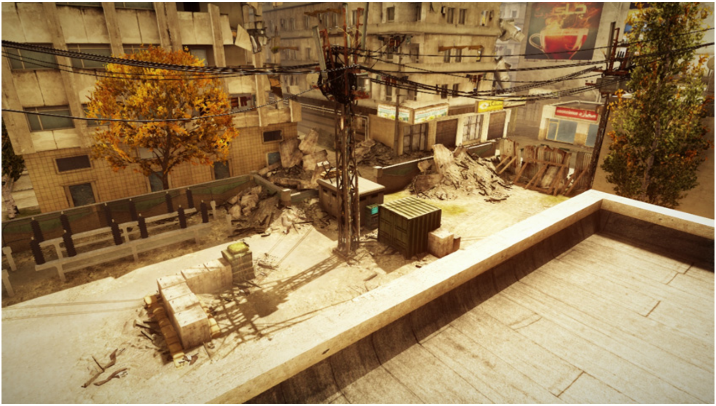
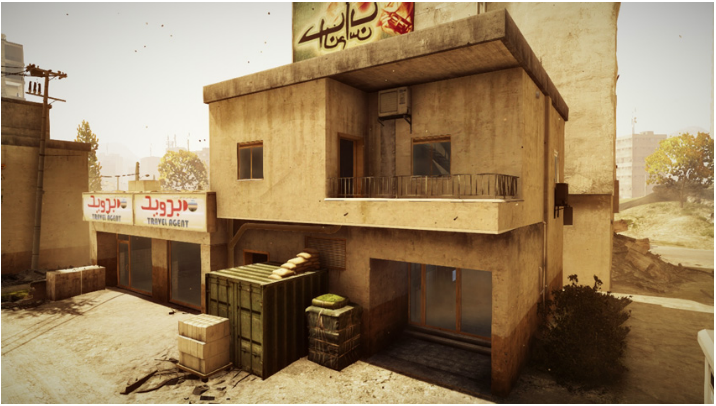
TRAVEL AGENT



M-COM Station A is located at the Power Station, tucked between a gray transformer box and a green, cube-shaped shipping container. The cramped, narrow space between the transformer and shipping container is the perfect spot for Claymores and C4, so attackers should always toss a grenade into this space before rushing in to set a charge. The parking lot in which the objective is located is relatively open and offers very little cover. Therefore, attackers should saturate the area around the objective with smoke before stepping into this likely kill zone. Defenders are usually posted in the travel agency building to the east—the rooftop of this building is also accessible and offers a great view of the Power Station. Attacking infantry have the best chance of sneaking up on this objective through the rubble-filled alley to the west, under the cover of smoke.

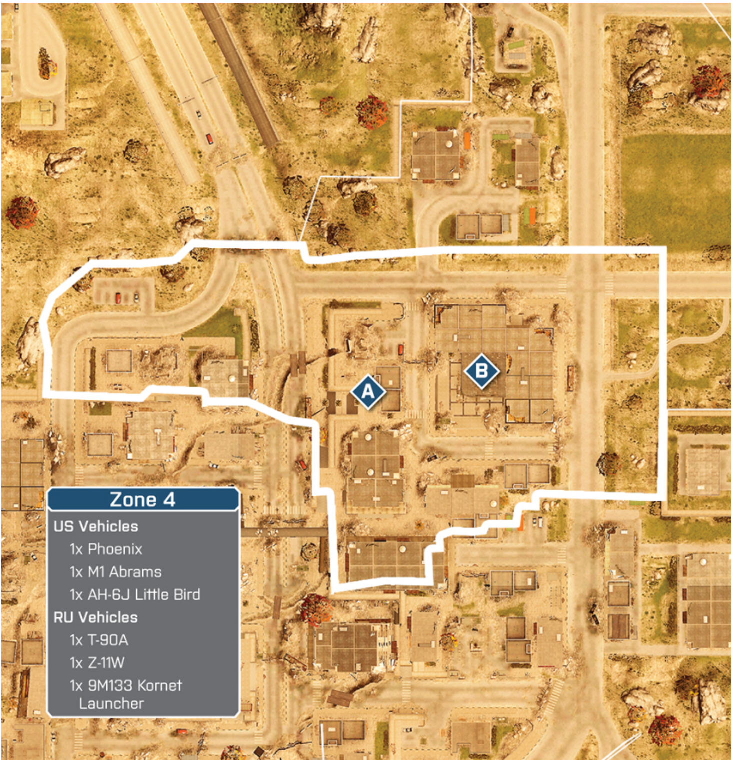
M-COM Station B



TRAVEL AGENT
TRAVEL AGENT

Located only a few meters from M-COM Station A, this objective is housed within the ground floor of residence adjoined to the travel agency. Doorways on the east and west sides of the building allow easy access to the objective. The perimeter walls of the building are also destructible, which gives the attackers the opportunity to create their own entry points. On the east side of the objective is a staircase leading to the building's second floor. The second floor of this building serves as a good base of operations for both teams—drop Radio Beacons here to maintain a spawn point close to the objectives. The rooftop of this building is also accessible, and it offers a good vantage point of the surrounding area. Attackers flanking from the Bridge to the south can sometimes sneak up on this objective without being noticed.Enter through the doorway on the east side of the building to avoid being detected.

Zone 4: Bank



Zone 4

US Vehicles
- 1x Phoenix
- 1x M1 Abrams
- 1x AH-6J Little Bird

RU Vehicles
- 1x T-90A
- 1x Z-11W
- 1x 9M133 Kornet Launcher

US Deployment

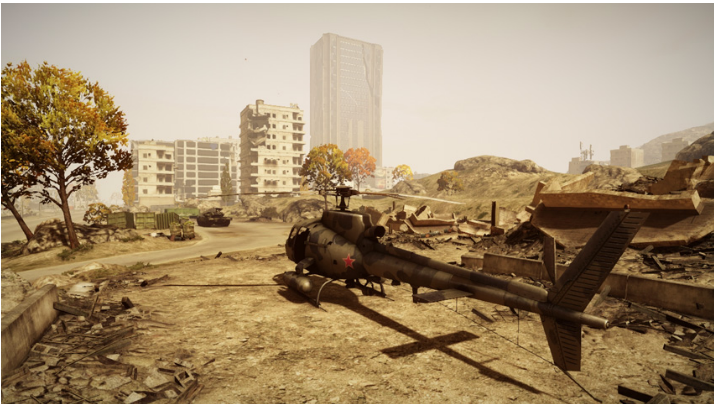
Deployment Area Assets

Name	Phoenix	M1 Abrams	AH-6J Little Bird
Quantity	1	1	1
Respawn Time	30 sec.	30 sec.	60 sec.

Having successfully taken out six M-COM stations up to this point, the US team only needs to destroy two more objectives to secure a win in this battle. This time the US team's infantry and Phoenix spawn near the Power Station—the M1 Abrams spawns on the Bridge to the south and the Little Bird deploys from the original deployment area to the distant west. The next objectives are located near the Bank to the north. The best way to secure this area is by taking control of the streets on the south and west side of the Bank building. The M1 Abrams and Phoenix are well suited for engaging opponents along this street—just watch out for the RU team's T-90A and infantry manning the Kornet launcher on the west side of the bank. While the vehicles make a push along the streets, infantry should advance from the south, securing M-COM Station B before making a move on M-COM Station A. The Little Bird is still a useful air asset but should prioritize maintaining air superiority by shooting down the RU team's Z-11W.

RU Deployment

convenience
SHIP IT

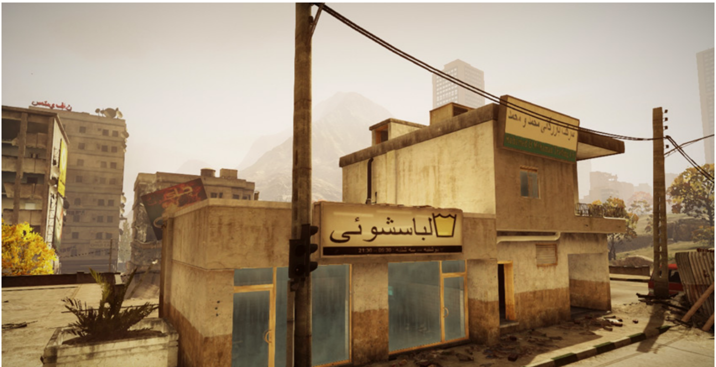


Deployment Area Assets

Name	T-90A	Z-11W	9M133 Kornet Launcher
Quantity	1	1	1
Respawn Time	50 sec.	60 sec.	10 sec.

This is the RU team's last chance of holding out for an upset. If your team hasn't managed to halt the US advance at this point, redouble your efforts to keep the T-90A and Z-11W in the battle as long as possible. This requires support from engineers to provide repairs. If the T-90A takes heavy damage, retreat to a safe location and perform repairs immediately. Engineers riding in the Z-11W as a passenger can conduct repairs on the fly, helping keep the helicopter airborne for long periods of time. It's equally important to keep troops clustered around the objectives at all times. Instead of constantly spawning on the north side of the Bank, use squad spawning and Radio Beacons to keep your team close to the action. The street on the west side of the bank is likely to see heavy action since it runs between the two objectives. Focus the majority of your team here so they can respond to attacks on either M-COM station. But also watch for flanking attacks from the east or west—T-UGS motion sensors are ideal for detecting such maneuvers.

M-COM Station A



OLITAN BANK

METROPOLITAN BANK

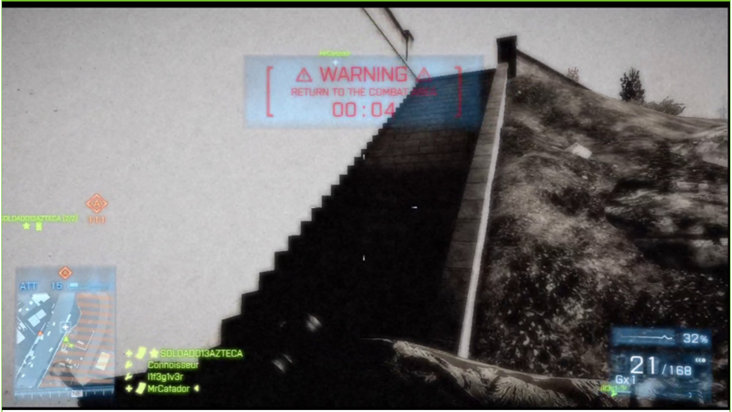
M-COM Station A is housed within an abandoned convenience store across the street from the bank. Given the heavy traffic along the adjoining street, this building is likely to take heavy damage from tanks that reduce the perimeter walls to dust. As a result, attackers shouldn't have too many problems finding a suitable entry point. The east side of the store is mostly glass, giving defenders posted at the Bank a clear view of the objective. This angle can also benefit the attackers if they manage to take out M-COM Station B first and use the Bank as a forward base. So whether attempting to set a charge or disarming one, prepare to take incoming fire from the Bank. Snipers posted on the Bank's rooftop pose a serious threat. To avoid exposing yourself to incoming fire, approach the objective from the west side, using the M-COM station for cover.

M-COM Station B

METROPOLITAN BANK

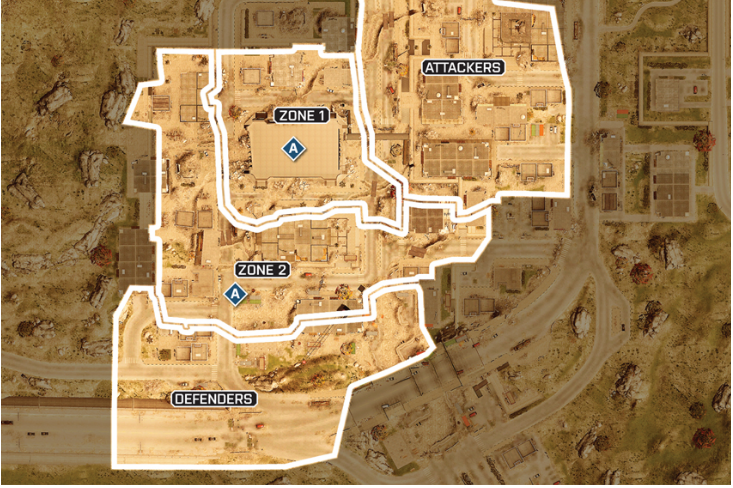
This objective is located at the Bank's entryway, in the same position as the flag during Conquest matches. While this M-COM station looks relatively sheltered, it can be monitored from multiple directions, including from the convenience store across the street—snipers posted on this rooftop have a great view of this area. The entryway's ring-shaped rooftop, directly above the objective, is another possible overwatch position. There are also multiple hiding spots around the objective itself, so watch for campers positioned behind the various planters, shipping containers, and rubble. When attacking here, it's best to approach from the east side, avoiding the chaos in the western street. It's possible to drive a vehicle next to the objective, but maneuvering in this cramped space can be difficult. Still, if all else fails, driving a tank next to the objective may give infantry just enough time to arm or disarm a charge.

Tip



When attacking during Rush, consider cutting through the map's perimeter boundaries to flank opponents. But remember you only have 10 seconds while moving outside the playable area. Most players will not expect you to emerge from these out-of-bounds areas.

Squad Rush



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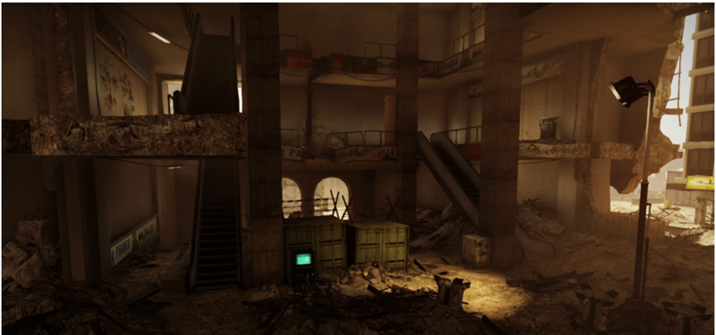
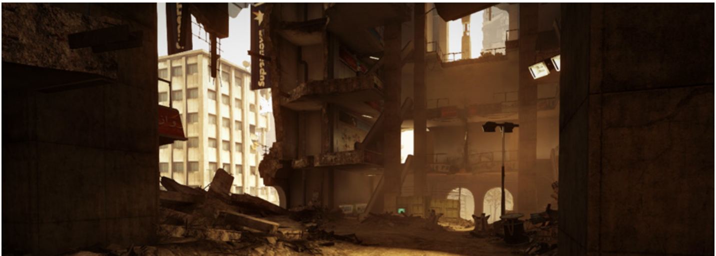
During this small-scale Rush battle, both objectives are situated in very exposed locations, adding a degree of difficulty for the attacking squad. The areas around the Mall and Construction Site offer long sight lines, so prepare to engage opponents at intermediate and long range—sniper rifles and assault rifles are ideal. To avoid walking into a trap, the attacking squad should carefully survey each location with a MAV before approaching either objective. Likewise, the defending squad should rely on a MAV of their own (or T-UGS motion sensors) to locate the attackers. Given the lack of cover around each objective, always deploy smoke to provide some concealment when attempting to arm or disarm a charge.

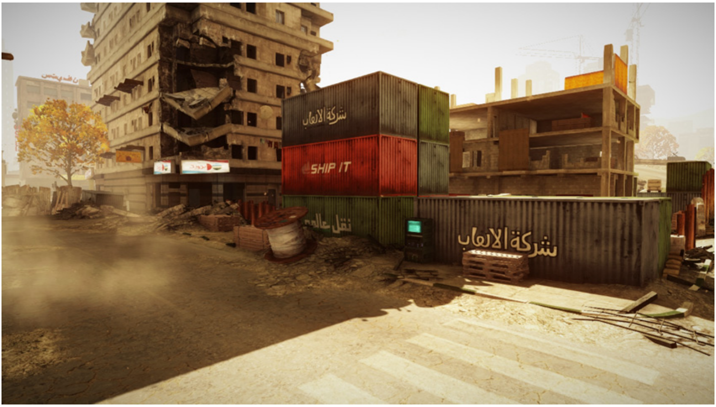
Zone 1

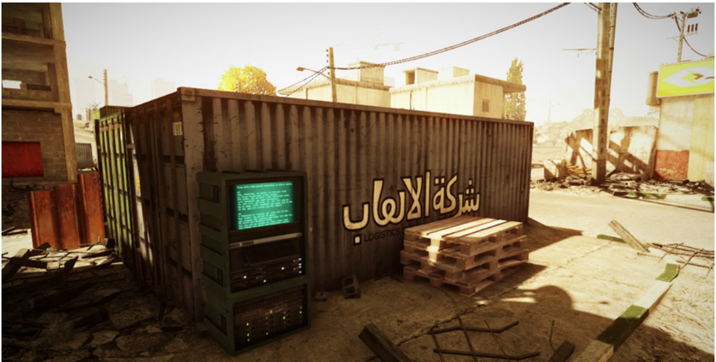


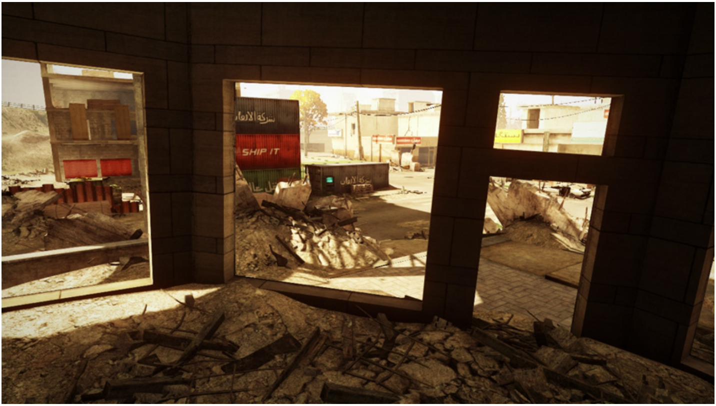


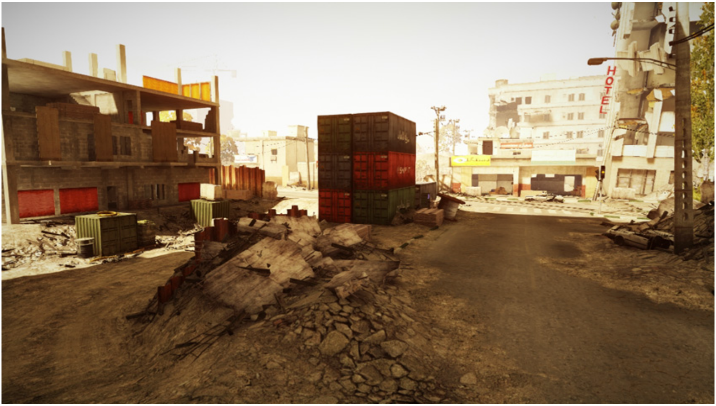
The first M-COM station is located on the ground floor of the Mall. With so many potential entry points, this massive structure is extremely difficult for only one squad to lock down. So instead of trying to hunt down the attacking squad in the surrounding streets, the defenders are better off camping within the Mall and staking out positions where they have a clear view of the objective. Instead of attacking from one of the street-level breach points, the attacking squad should access the Mall's interior from the sky bridge on the east side. This path provides access to the Mall's second floor promenade, an ideal overwatch position. However, the sky bridge is an obvious path, and may be watched or booby trapped by the defenders. Therefore, deploy a MAV and fly it into the Mall to locate the defenders. This may reveal weaknesses in their defenses, allowing your squad to find an alternate path. Whether arming or disarming a charge, use grenade launchers to mask the objective in smoke.

Zone 2



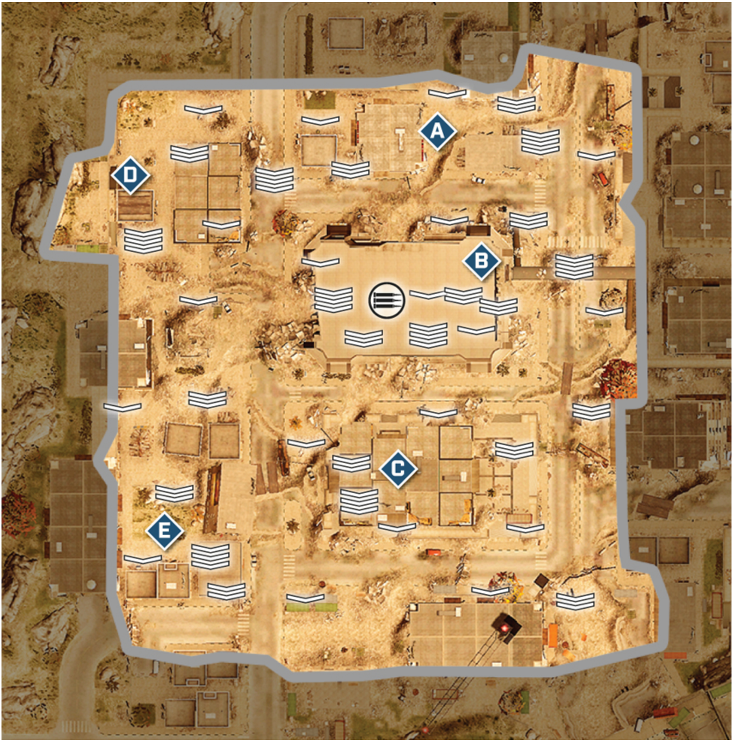






The second M-COM Station is located along the street near the Construction Site and across the street from the hotel. This objective is completely exposed, giving the attacking squad another challenge. The defending squad can monitor the objective from multiple vantage points, including the rooftop to the west as well as from within the storefront on the hotel's southwest corner. Instead of charging down the adjoining streets, the attacking squad should cut through the hotel and establish a presence to the north of the objective—place a Radio Beacon within the hotel to maintain a spawn point nearby. Short of completely eliminating the defending squad, there's no safe or easy way to approach the objective. So use grenade launchers to saturate the area with smoke then elect one squad member to rush into the smoke screen and set the charge. The defending squad should be prepared to use similar tactics when attempting to disarm the charge.

Scavenger



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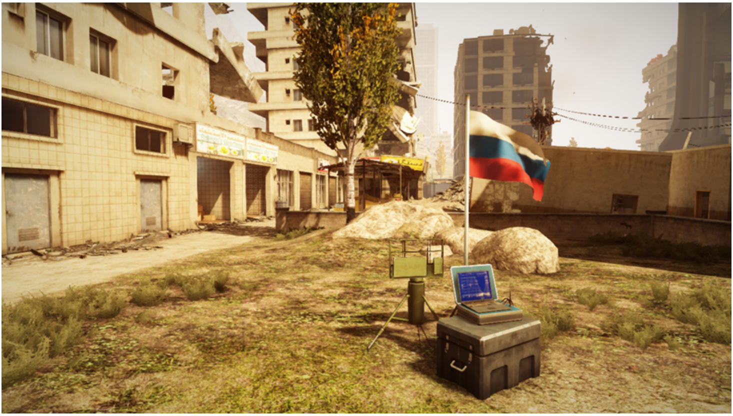
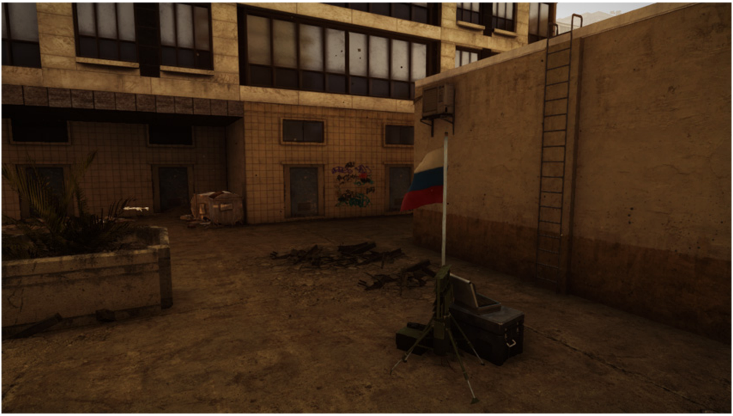
Flag A

Flag B

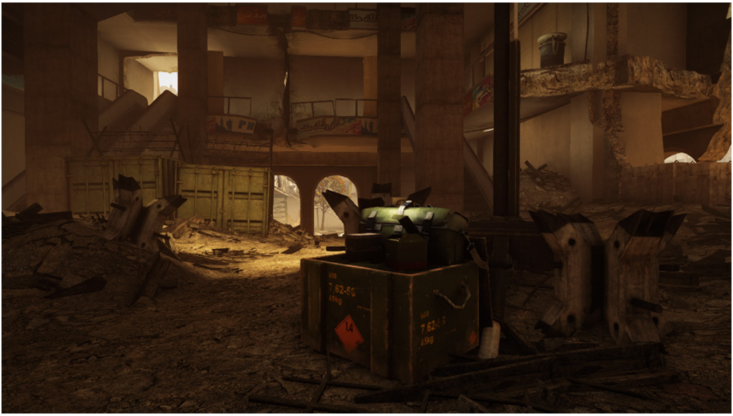
Flag C



Flag D



Flag E



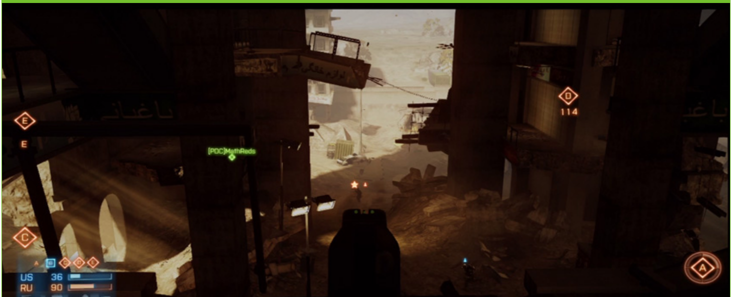
Ammo Crate

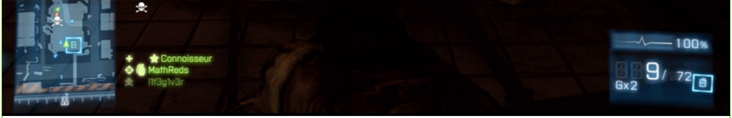
The action on this small-scale map is largely centered around the Mall. Don’t get caught up in the chaos of this battle; try to stay focused on the objectives. Like Conquest, the goal is to capture and hold a majority of the five flags—capture a minimum of three flags to initiate a drain on the opposing team’s ticket count. Flag B, on the Mall’s second floor, is one of the most popular points on the map due to its elevation advantage and the level 2 and 3 weapons nearby. The ammo crate is also located on the floor of the Mall, making this a high-traffic area that is ideal for staging ambushes. Consider making flag B the centerpiece of your team’s defensive effort.Add flag A and B to your team’s holdings to secure a solid defensive line along the east side of the map. If your team doesn’t hold flag B, think twice about visiting the ammo crate on the floor of the Mall; you’re probably better off finding a new weapon elsewhere.

Tip

When attacking flag B, approach from the sky bridge on the east side of the Mall. This is safer than charging up the escalators.

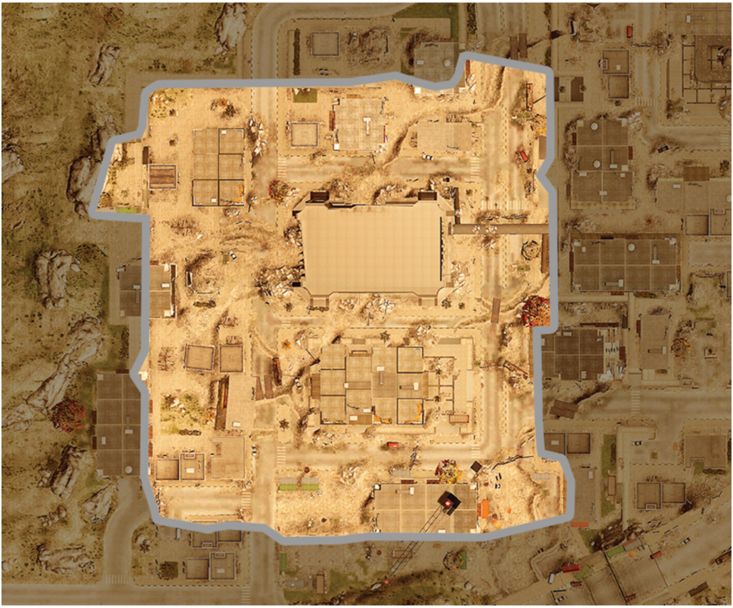
Tip





Flag B is best controlled from a higher vantage point, rather than within the lower level where enemies have better angles on your position.

Gun Master



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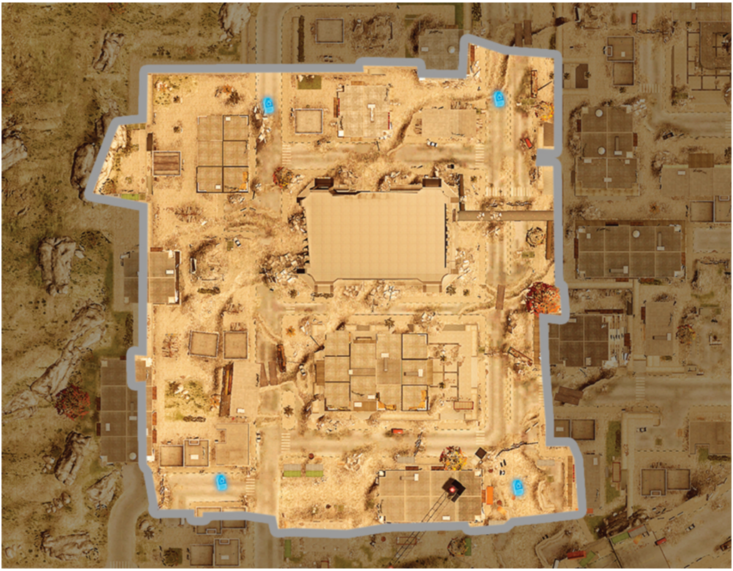
Like Scavenger mode, in Gun Master the fighting is restricted to the area around the Mall and hotel, and it offers a variety of environments to scour for prey. But instead of randomly wandering the map looking for victims, carefully choose areas to patrol based on what weapon you're currently carrying. The ground floor interiors of the Mall and hotel are great places to score your first pistol kills early in the round. However, as the match progresses, make an effort to avoid the Mall until you gain access to longer-range weapons like carbines, assault rifles, or sniper rifles. Other close-quarter weapons like PDWs and shotguns are equally effective when moving about the buildings and alleyways on the west side of the map. The streets surrounding the Mall and hotel are broken up into small spans due to piles of rubble and makeshift barricades. These objects limit sight lines to a degree, but the streets remain the preferred kill zones for long-range weapons like assault and sniper rifles. When it's time to score kills with explosives or the knife, consider scouring the upper floors of the Mall for victims. Infiltrate the Mall from the sky bridge, on the east side, and sneak up on opponents camping the upper levels.

Squad Deathmatch



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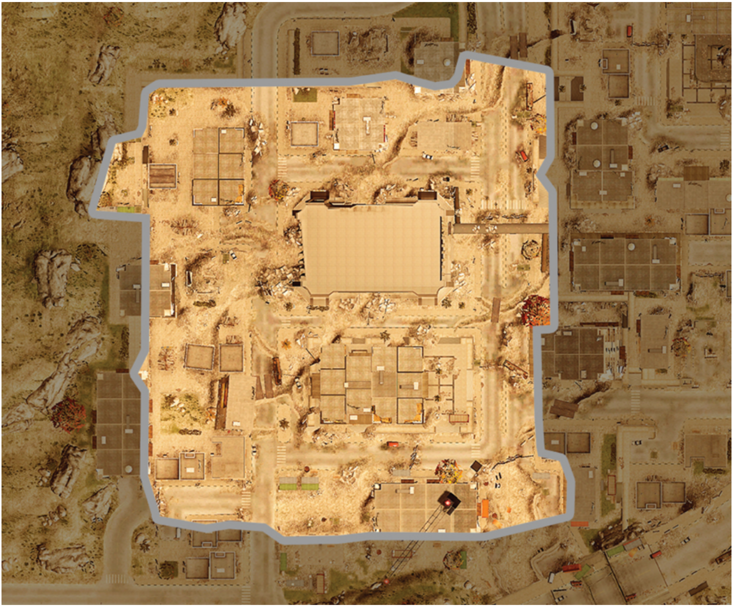
Once again, the city center is the site of this Squad Deathmatch battle, with most fighting taking place around the Mall and hotel. In these matches, most squads automatically gravitate toward the Mall, hoping to secure the upper floors and use the structure as a base of operations. However, the Mall is far too large for a four-player squad to adequately secure—there are simply too many entry points to cover. As a result, the fighting inside the Mall is a chaotic free-for-all, where individual skill often trumps any sense of tactics. If you prefer an arena-style gun battle, by all means, lead your squad into the Mall. However, it's much safer (and wiser) to stay clear of the Mall's interior. Instead, patrol the northern, western, and eastern perimeter of the map—avoid the street on the east side as it's often watched by sharpshooters or patrolled by an IFV. By moving along the perimeter of the map, your squad can rack up plenty of kills by targeting opponents rushing through the center. The perimeter is also where the four possible IFV spawn points are located, so being there increases your squad's chances of gaining access to one of these devastating vehicles. But even if your squad acquires an IFV, stick to the perimeter streets and avoid the Mall's interior at all costs.

Team Deathmatch



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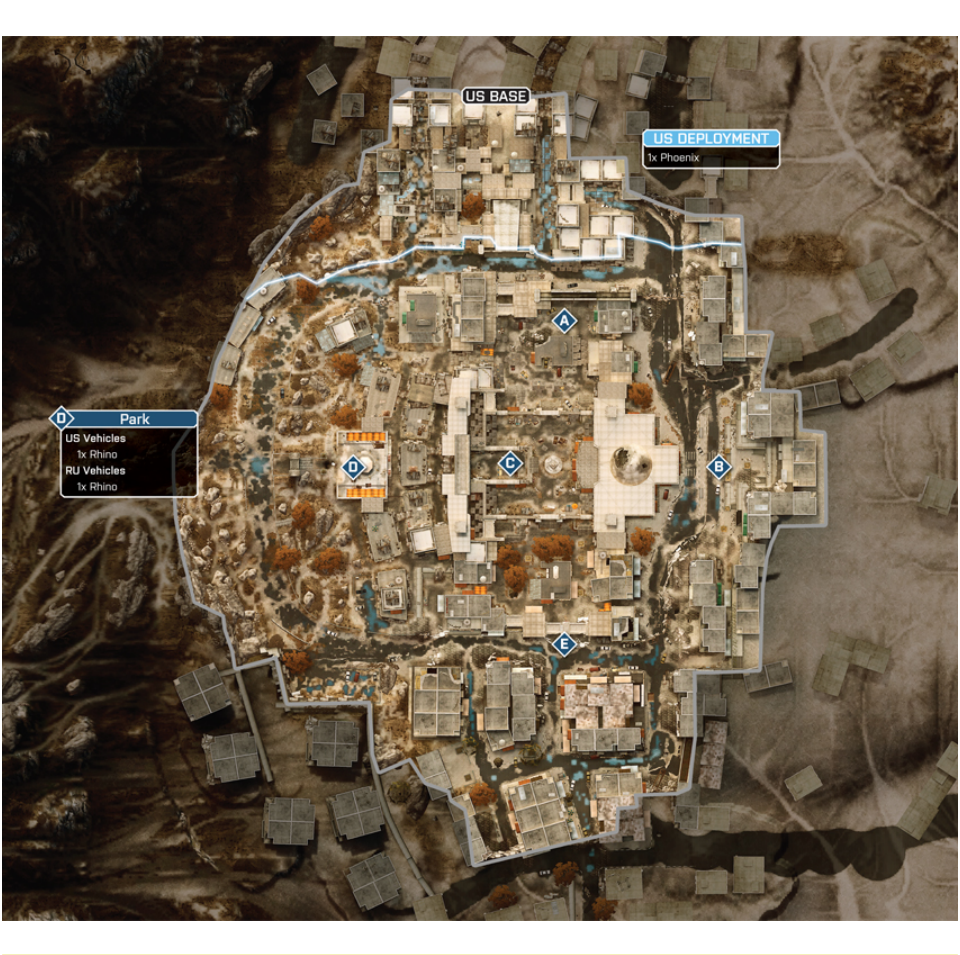
During Team Deathmatch expect more fighting around the Mall and hotel in the center of the city. This is one game mode where it makes sense to make a stand inside the Mall, using it as your team's Alamo. This game mode gives your team the manpower necessary to adequately lock down the location, but only if the team carefully coordinates the defenses. Since the Mall's ground floor is extremely porous, focus on holding the upper floors, and use the elevated promenades and escalators to fire down on opponents. Here the escalators become deadly choke points your team can booby-trap with Claymores and C4. But don't forget to cover the sky bridge on the east side. If it is left undefended, opponents can sneak onto the second floor and engage your team at close range. Some Claymores and an LMG aimed at the sky bridge should be enough to deter such sneak attacks. If you're looking to boost your score while aiding your teammates, plant a T-UGS motion sensor on the floor of the Mall to rack up Motion Sensor Assists. If playing a quick pickup game, with no communication with teammates, it's best to avoid the Mall entirely. Instead, find a few teammates to patrol the map with and patrol the perimeter.

Talah Market

Conquest



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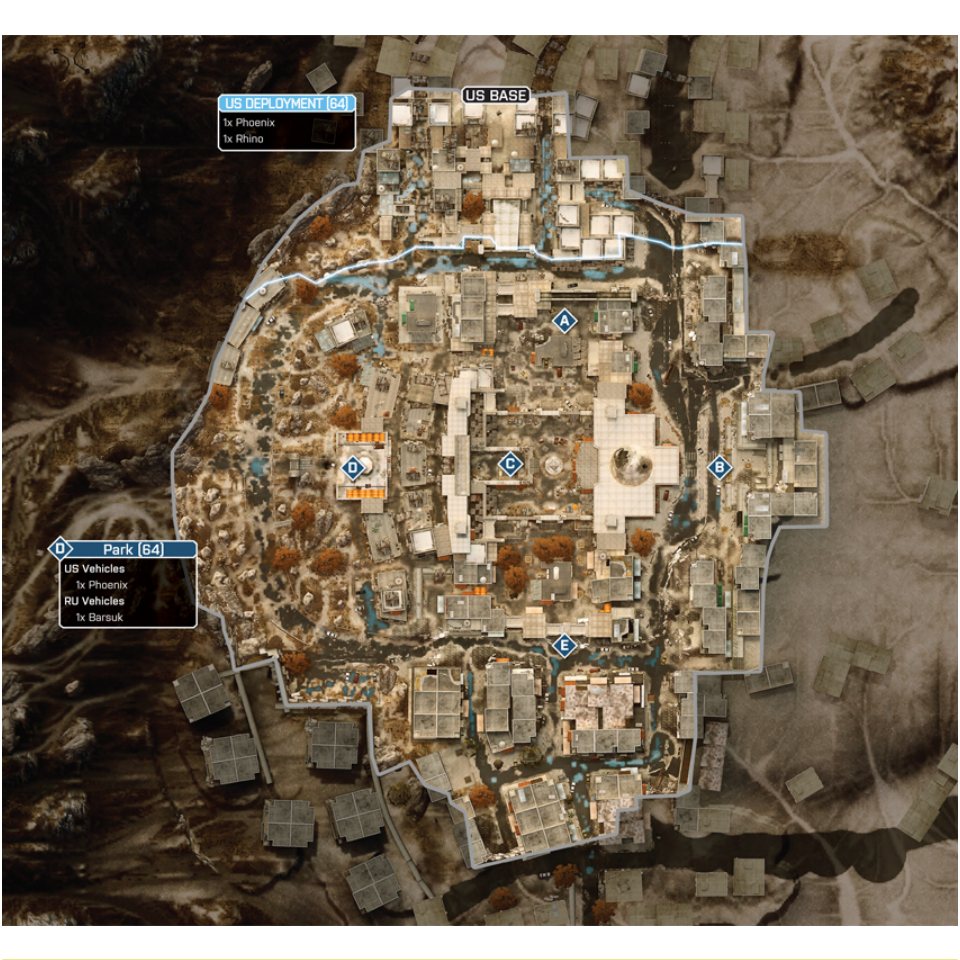
Conquest Assault



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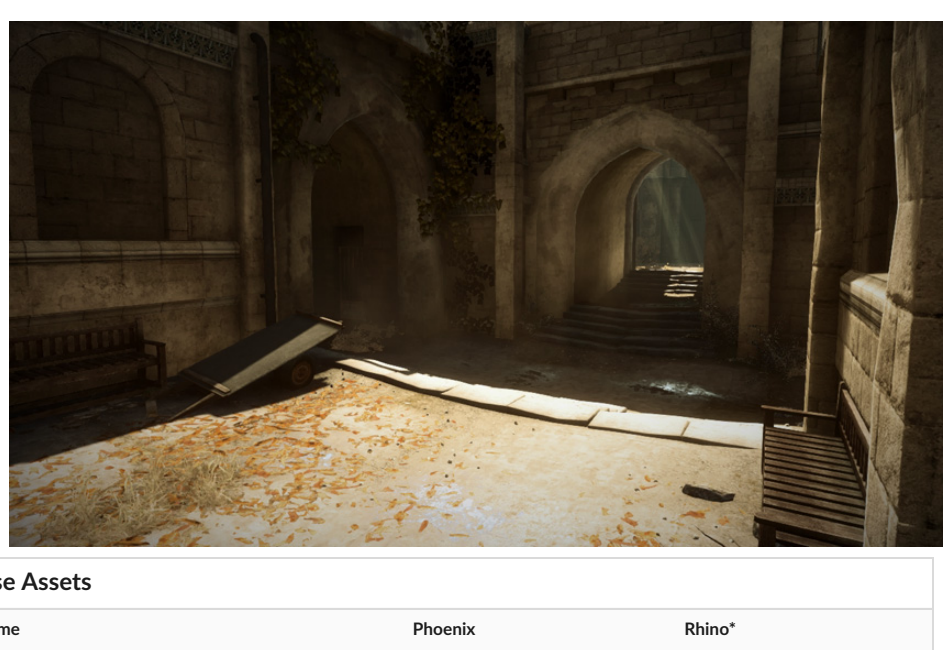
In this Conquest Assault battle the RU team are the defenders, holding all five flags from the beginning. It's up to the US attackers to break out of their deployment area on the north side of the map and secure as many control points as possible. Since the RU team doesn't have access to a base, they can only spawn at the control points they hold. If the US manages to capture all five flags, the RU team can only spawn on surviving squad members until a flag is captured. Without flags or a living squad member to spawn on, the RU team faces certain defeat. As a result, the RU team must emphasize defense throughout the course of the battle. With five flags up for grabs, both teams should attempt to capture and defend a minimum of three flags so they can initiate a drain on the opposing team's ticket count. Since the US team starts with no flags, they begin the match with a slightly higher ticket count. But they also begin with a ticket drain that gives them even more incentive to wrestle three control points away from the RU team. Early on, the US team should make moves against the Main Street (B), Park (D), and Suburb (E) control points instead of grinding away at the nearby Courtyard (A), where the bulk of the RU team is likely to be waiting. With no way to predict which way the US team will go, the RU team needs to position squads at all five of the control points. Still, expect heavy resistance at the Courtyard (A). The RU team needs to hold three of the five flags to maintain the drain on the US team's ticket count, so consider consolidating defensive efforts around three or four flags instead of spreading your forces too thin.

Note

There are two size variants of this game mode, depending on the player count allowed by the server/platform. But both the Conquest Assault and Conquest Assault 64 variants utilize identical control point layouts. The only difference are the vehicles deployed at the US Base and the Park (D) control point. These differences are shown on the map as well as within the asset tables for each location.

US Base



Base Assets

Name	Phoenix	Rhino*
Quantity	1	1
Respawn Time	20 sec.	30 sec.

* = Conquest Assault 64 only

During both Conquest Assault variants, the US team deploys among the narrow streets and alleys on the north edge of the map. The US attackers always have access to a Phoenix here as well as a Rhino in the larger Conquest Assault 64 variant. Vehicles are ideal for rushing the control points on the map's perimeter, such as the Main Street (B), Park (D), and Suburb (E). In addition to transporting troops, the weapons mounted on these vehicles can also come in handy for softening defenses at each control point—keep your distance from enemy infantry and engage at long range. Only a small number of troops can fit in the vehicles that spawn here, so that means the bulk of the US team is stuck moving out on foot. Early during the round, the bulk of the team should make an aggressive push toward the nearby Courtyard (A) control point to the south. But if the defenders won't give up this nearby control point, remain flexible and look for other capture opportunities by moving along the western or eastern edges of the map. With five flags to defend, the RU team is likely to neglect at least one.

Caution

In Conquest Assault, the RU defenders do not have a base. Instead, they must maintain spawn points by defending the control points. If they lose control of all five flags, they run the risk of losing the battle since they have nowhere to spawn.

A: Courtyard

The Courtyard (A) is the frontline at the start of each match because of its close proximity to the US Base. Within the first few seconds of the match, large numbers of US troops rush to this position from the north in an attempt to secure the team's first control point. As a result, the RU team should be ready for a massive assault on this position. Early on, most US attackers approach from the large, dual archways directly north of the flag. By taking up flanking positions along the street on the north side of the archways, defenders can intercept the attackers before they can reach the flag—this is a great way to trap the US team at their base. The small garage-like building just south of the flag is another good defensive position. When direct assaults are not successful here, the US team should consider flanking this flag from the alleys to the east or west. While most of the action occurs at this position early during the round, it's important for the RU team to spread their defensive efforts among the other flags as well—don't expect the US team to grind against this control point forever.

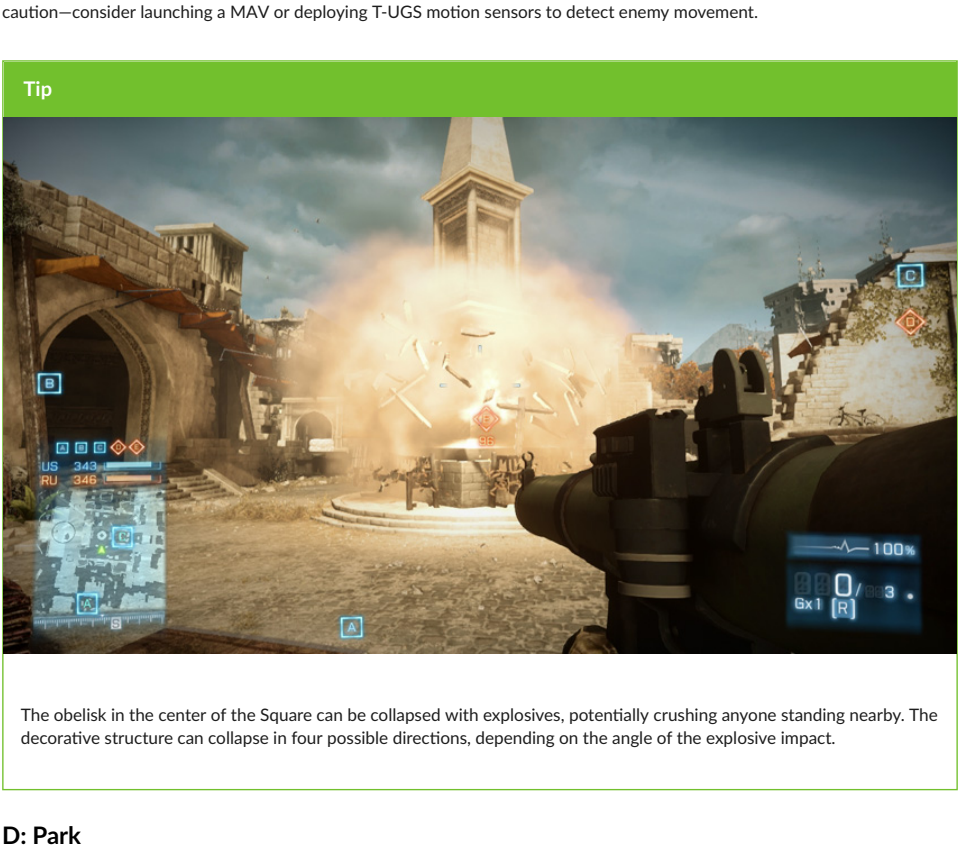
B: Main Street

This control point is situated along the street on the east side of the map. The flag is planted next to the street's eastern sidewalk and is thus easy for both infantry and vehicles to capture. However, the lack of cover within the flag's capture radius can make capturing or contesting this flag dangerous. Defending snipers posted along the street to the north or south have a clear view of the flag and anyone who approaches it. The damaged buildings to the east or the abandoned souk to the west offer even more overwatch positions for defenders. Therefore consider capturing this flag from within the confines of a vehicle. At the very least, park a vehicle next to the flag and use it for cover. If no vehicles are available, saturate the flag with smoke and hope the smoke screen lasts long enough for your squad to capture the flag—once the smoke dissipates, you're sitting ducks. Since vehicle traffic is common here, defenders should consider countering with mines and rocket launchers. Vehicle traffic arrives from the north and south while most infantry attacks originate from the Square (C) to the west.

C: Square

The Square (C) is situated in the dead-center of the map, so it's one of the most contentious, high-traffic locations in every match. What was once a bustling market is now a dangerous kill zone with troops from both sides approaching the flag from all directions. The flag is near an abandoned market stall on the west side of this central plaza. Here troops can find some cover among the stacks of rugs and other goods that were left behind—crouch or drop prone behind these objects when attempting to convert the flag. The narrow alleys leading to this control point make it impossible for vehicles to approach the flag. So fighting here is conducted entirely by infantry. Since the flag can be approached from all directions, defending this position can be problematic. So pay close attention to which flags are held by the opposing team to predict which direction attackers are most likely to approach from. There are plenty of hiding spots surrounding the flag, so always approach this area with extreme caution—consider launching a MAV or deploying T-UGS motion sensors to detect enemy movement.

Tip



The obelisk in the center of the Square can be collapsed with explosives, potentially crushing anyone standing nearby. The decorative structure can collapse in four possible directions, depending on the angle of the explosive impact.

D: Park

Control Point Assets

US Control	RU Control	Respawn Time
Rhino (1)*	Rhino (1)*	50 sec.
Phoenix (1)**	Barsuk (1)**	50 sec.

* = Conquest Assault only

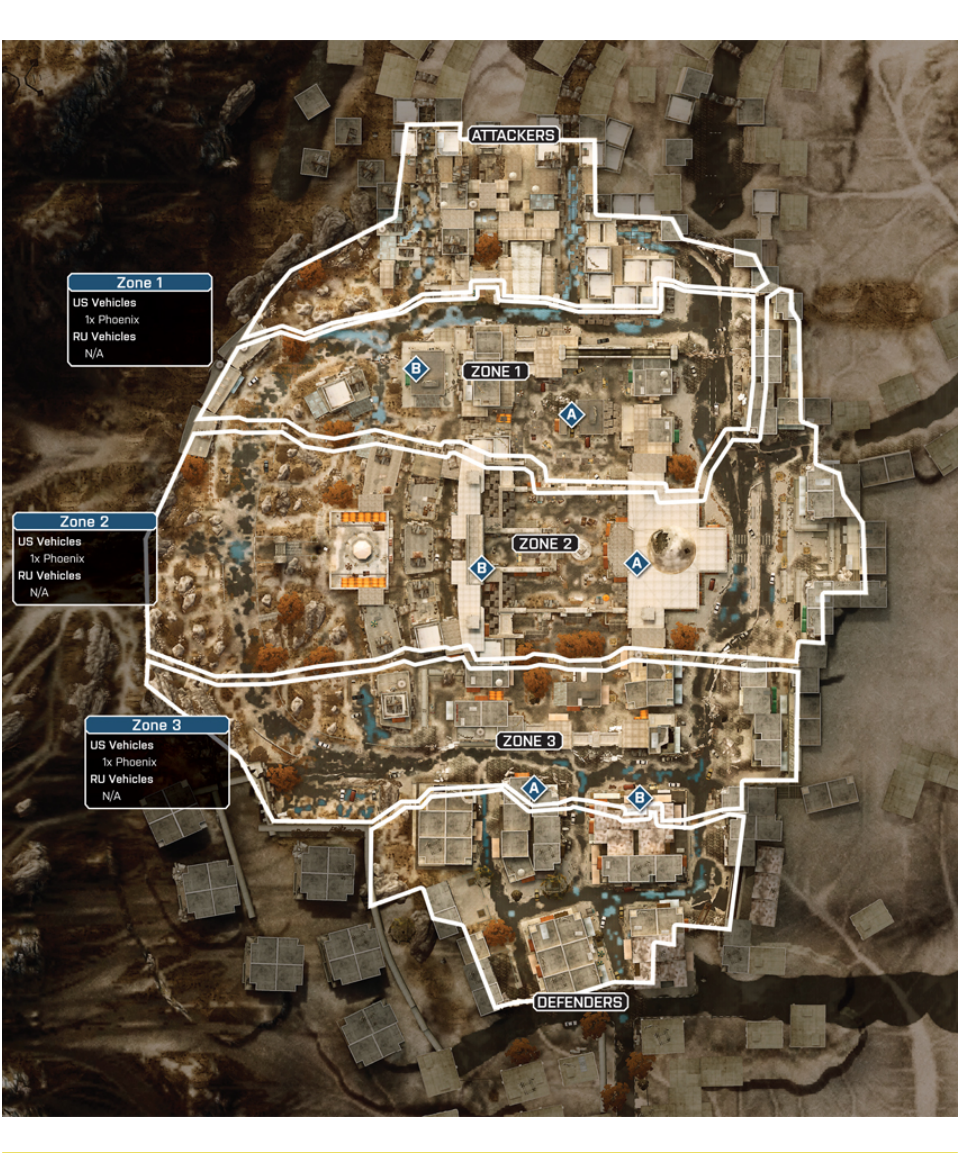
** = Conquest Assault 64 only

The Park (D) is located on the west side of the map and spawns a single vehicle for each team. During the small variant of this game mode, both teams gain access to a Rhino here. In the larger Conquest Assault 64 variant, this control point produces a Phoenix for the US team and a Barsuk for the RU team. In both game modes, this control point produces the only vehicle for the RU defenders. As a result, they should take extra care to defend this location. Gaining access to a vehicle makes it much easier to attack (and defend) the perimeter control points like the Courtyard (A), Main Street (B), and Suburb (E). The flag here is located in the middle of a small plaza. The domed structure similar to a gazebo on the east side of the flag serves as the only suitable form of cover within the flag's capture radius. The Park (D) sits on raised terrain and is only accessible from the east and west sides. The narrow stairways on the east side are a popular route for infantry approaching from the Square (C)—Claymores are effective here. But attacks along the road on the west side are more common. With attackers funneling in from the east and west, defenders should watch the flag from the north or south where they're less likely to be flanked.

E: Suburb

This control point is positioned along the street on the south side of the map. Just because this flag is the farthest from the US Base doesn't mean the RU team should leave it undefended. Utilizing the vehicle(s) spawned at their base, the US team can stage early round breakout attacks against this control point and acquire a spawn point to the south. This gives them the ability to apply pressure on the remaining control points from both directions and puts the RU team at a serious disadvantage. In this sense, holding the Suburb (E) is sometimes more critical than clinging on to the Courtyard (A). So when playing as the RU team, make sure at least one squad holds down this flag at all times. Like the Main Street (B) and Park (D) control points, this flag is located next to a street so vehicle attacks are common—engineers armed with mines and rocket launchers are the best way to counter such attacks. Infantry attacks are most likely to come from the dual archways on the north side. The flag is best monitored from the east or west sides of the street. It's also possible to defend the flag from the rubble-filled street to the south—this area is only accessible by the RU team.

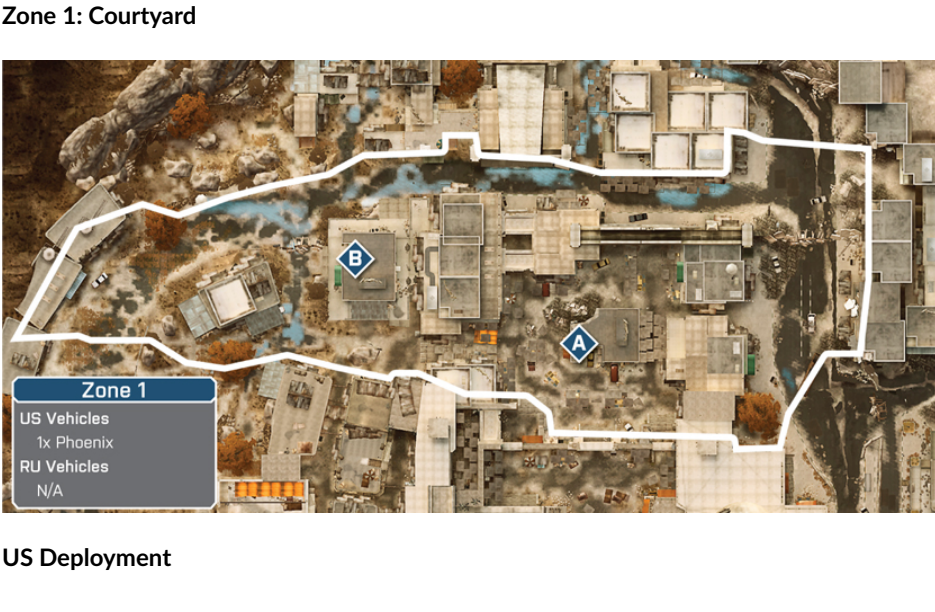
Rush



Click here for interactive maps

This is a relatively small-scale Rush battle, spread across three zones. With only one vehicle present on the map at any given moment, this is largely an infantry battle, as the US attackers cut a swath through the battlefield from north to south. While the battle progresses in a linear north-south fashion, most of the map is open for exploration, allowing for flanking maneuvers. This requires both teams to stay on their toes and consider alternative paths to the six M-COM stations. The attacking team is best served by fielding assault and support troops as well as a few recon soldiers equipped with MAVs. Recon troops are even more essential for the defenders given their ability to deploy T-UGS motion sensors. These sensors are ideal for detecting flanking attacks. Likewise, defenders may wish to keep some engineers on reserve to deal with the US team's Phoenix. Most of the fighting takes place at close to intermediate range, so choose your loadout accordingly—assault rifles and carbines are the most versatile options.

Zone 1: Courtyard



US Deployment

Deployment Area Assets

Name	Phoenix
Quantity	1
Respawn Time	30 sec.

At the start of the battle the US team deploys from the narrow streets and alleyways on the north side of the map, along with a single Phoenix. The cramped, urban terrain surrounding the objectives in this zone make the Phoenix less effective as a transport vehicle. Instead, deploy it along the street, north of the objectives, and use its weapons to suppress the defenders. Providing fire support here can help friendly troops cross the street without coming under constant fire. Keep the Phoenix positioned to the east or west and avoid direct contact with enemy infantry to prevent getting taken out with rocket launchers or C4. While the Phoenix provides covering fire, the rest of the team should make an aggressive push toward the objectives early during the match, before the defenders can adequately secure them. Make a move for M-COM Station B first, then utilize Radio Beacons to maintain a presence nearby before attacking M-COM Station A.

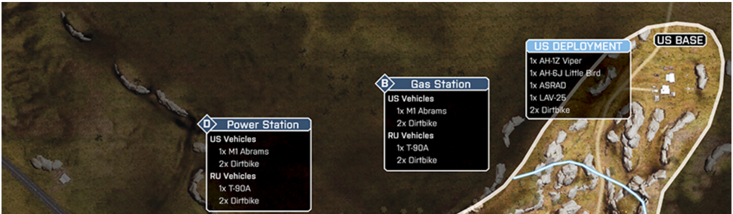
RU Deployment

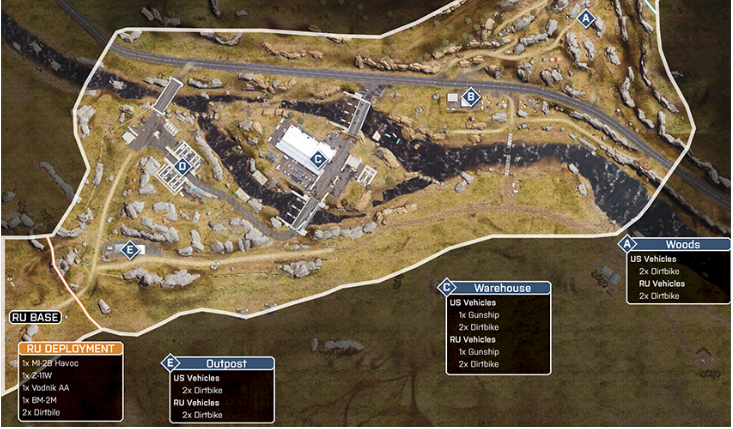
End Game Battlefields

Operation Riverside

THIGER OIL CORP.
THIGER OIL CORP.

Conquest

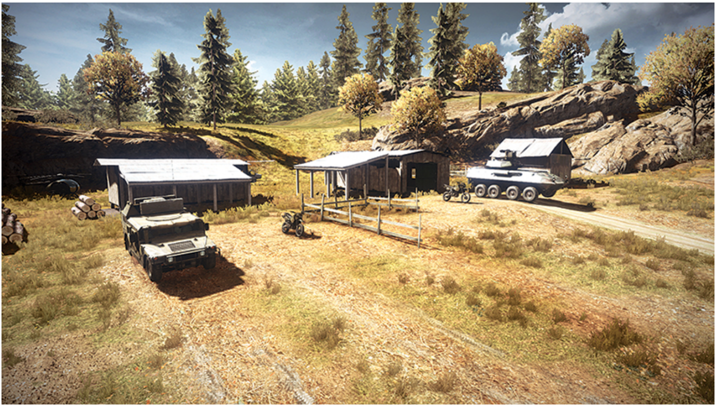




Click here for interactive maps

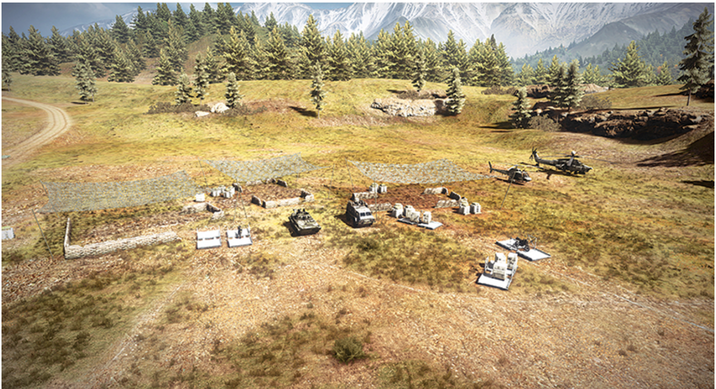
The stage for Operation Riverside is set around a small hydroelectric power station that harnesses the raw power of the river that cuts through this foothill region. Its waters divide the landscape into northern and southern regions. Now, among this deceptively serene landscape, a fierce battle is underway to decide who will control this land. From the onset of the battle, the two opposing forces must rush to capture and control the highest number of the five control points available. Deploying from the hills northeast of the Warehouse (C), the US team has the best chance of capturing and holding the Woods (A) and the Gas Station (B) early on in the match, as long as they remain vigilant at staving off attacks along the riverbanks. From a makeshift base in the southwest, the RU team will quickly be able to capture and maintain a presence at the Outpost (E) and Power Station (D). Centralized on the map and sure to be a heavily contested point is the Warehouse (C). Located at the fork of the river, two narrow bridges provide access to larger vehicles, should they decide to avoid the river itself; this terrain can be difficult for large vehicles to negotiate. Teams should make it a priority to maintain helicopter presence over the Warehouse (C), using it to clear out any hostiles that attempt to approach the control point via the waterways that flank the structure. While conflict is typically fierce at the Warehouse (C), both teams will be fighting for inches using the bridges east of the building to gain access to the control point. Instead, make use of the bridge northwest of the Power Station (D) which can provide both teams with an opportunity to flank their enemy.

US Base



Deploying from the hills to the north of the Gas Station (B), the AH-1Z Viper should immediately proceed toward the southwest to engage the RU team's helicopters as they deploy. As the AH-1Z Viper proceeds on its search-and-destroy mission, the AH-6J Little Bird should be at full capacity, transporting soldiers to the Warehouse (C) to allow for early capture of this clinch point. After dropping off troops at the Warehouse (C), the AH-6J Little Bird should continue to the southwest and assist the AH-1Z Viper while maintaining a patrol of the Power Station (D) until ground forces arrive. The rocky hill south of the Power Station is vulnerable to attacks by infantry or dirtbikes, but the primary goal of the AH-6J Little Bird here is to stave off the advancement of heavily armored vehicles from the southwest, where the Outpost (E) is likely to be held by RU forces. With the AH-6J Little Bird patrolling the area north of the Outpost (E), the AH-1Z Viper should patrol the road that runs east from the point. Also, while the Woods (A) and Gas Station (B) are tempting to capture immediately due to their proximity to the base, the capture of these points should be the focus of ground forces as they proceed south to engage the enemy. While effective against aircraft, the ASRAD should be patrolling the road that runs east to west across the map, and making use of its unguided rockets to bombard enemies approaching the Power Station and the area to the west of the Warehouse.

RU Base

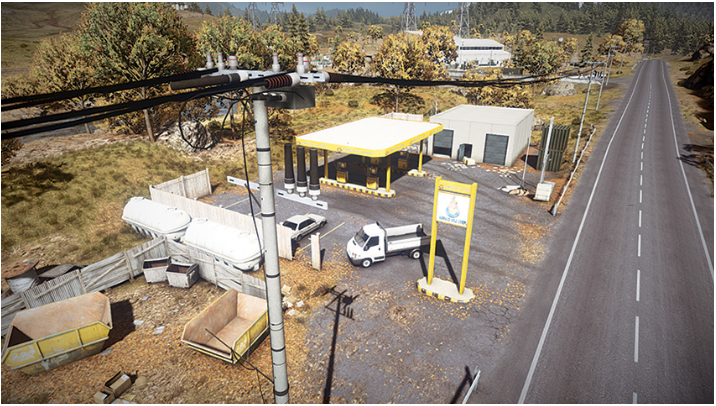


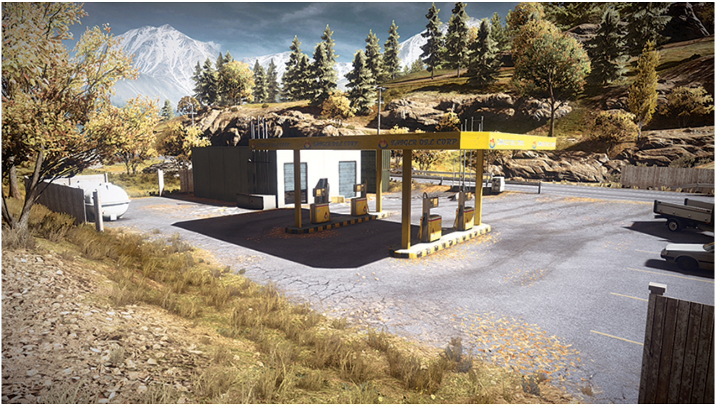
Considering their relatively close proximity to the RU base, the Outpost (E) and Power Station (D) should be a priority for the dirtbikes, BMP-2M, and the Vodnik AA, all of which should be loaded to capacity. One of the dirtbike passengers should get off at the Outpost (E) to capture it. Moving with the convoy, the dirtbikes and Vodnik AA should proceed northeast to capture the Power Station (D), while the BMP-2M proceeds north from the Outpost (E), crossing the bridge that passes over the river. After crossing, the BMP-2M should proceed east to engage the US team as their ground forces make their way downhill. While the ground forces are moving into position, the Z-11W should take off from the base at full capacity and make its way to the Warehouse (C), which by this time will likely have US dirtbikes present on the building's east side. Because of this, drop off soldiers near the west entrance of the Warehouse. By now, the MI-28 Havoc should be patrolling the eastern side of the map for enemy helicopters and eliminating any threat on the east side of the Warehouse (C) grounds to provide a distraction as the RU troops enter from the west side of the building to claim the point.

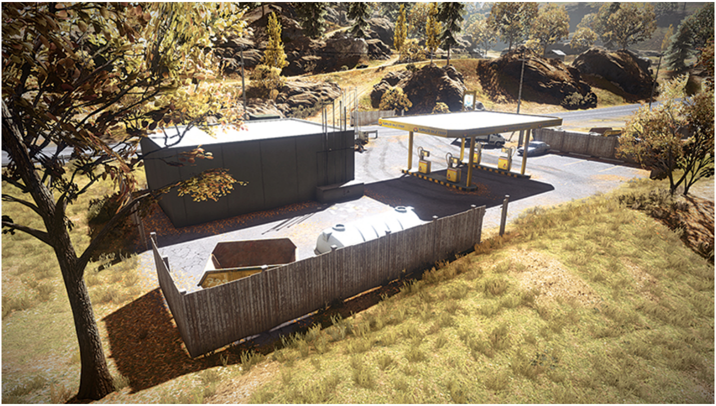
Woods

The Woods (A) is a forested area with little cover, but it does serve a strategic purpose aside from being the easiest point to control for the US team. The control point is atop a rocky hill, and given that the only attack options being by air or flanking, it provides a sniper with a chance to monitor activity at the Gas Station (B). Because it is very close in proximity to the US base, it is not the best option for an RU sniper to play lone wolf when trying to protect the Gas Station (B). Instead, if the RU team can position a squad here, they effectively can cut off any land vehicles that deploy from the US base. This is something that the US team should take into consideration and thus maintain vigilance in controlling the point.

Gas Station

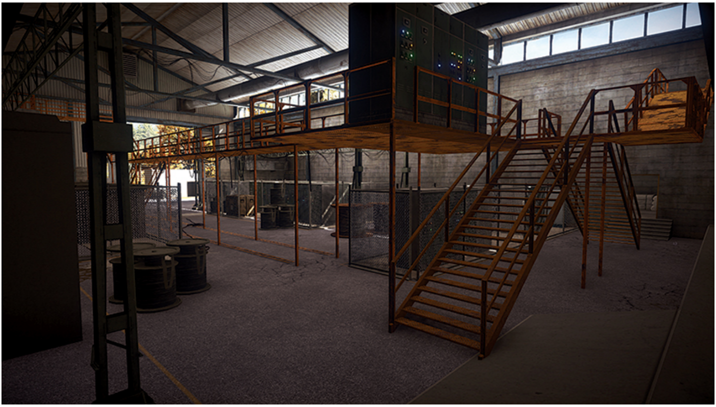






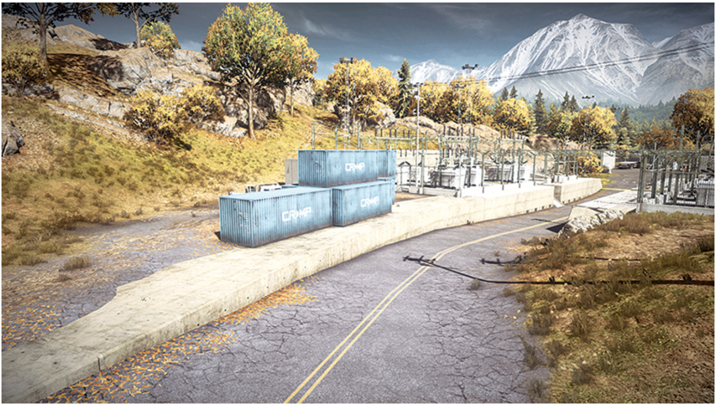
Positioned along the riverbank, the Gas Station (B) is particularly vulnerable to being assaulted from the south. Any troops positioned here are likely to be focused on the chaos of the firefight underway at the Warehouse (C). US forces can effectively defend this location by stationing a sniper along the brush of the rocky outlook around the Woods (A). Vehicles should be wary when approaching or passing by the Gas Station (B), as the brush and high fences west of the building provide a great opportunity for Engineer and Support class soldiers to make use of their explosives arsenal. A good method for clearing the area around the Gas Station is to use explosives or heavy weapons to destroy the gas tanks and nearby white propane tanks to incinerate infantry that are present. Southeast of the Gas Station (B) is a dilapidated wooden bridge that can be used by dirtbikes to cross the river and access the road that passes through the Power Station (D) to the east.

Warehouse



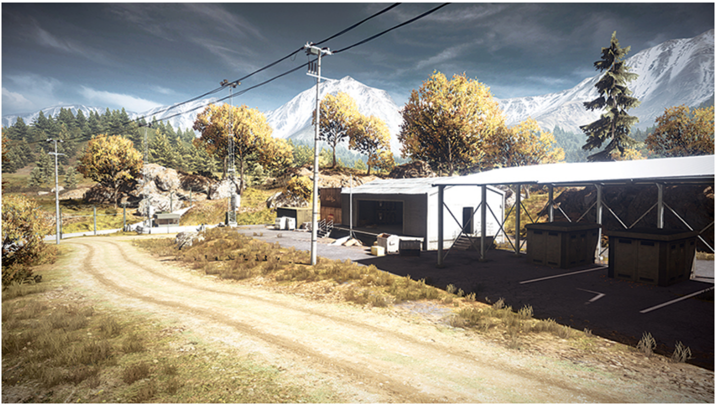
Easily the most contested point on the map, the Warehouse (C) is approachable from all angles. Despite its accessibility, the flag is housed inside the garage on the east side of the building, which means that infantry are most likely to be responsible for the point's capture. The first team to enter the building should establish a presence on the second floor. Take the high ground and use the catwalks to monitor the flag instead of being on the ground floor, which is susceptible to the weapons of heavily armored vehicles that may try to smoke out a squad holed up inside. Taking that into account, any heavy vehicles are likely to be patrolling and passing the east side of the grounds that are accessible via the bridges that cross the river. Instead of making a direct approach to capture the Warehouse (C), enter the building by way of the west side, which can be approached by crossing the river. When doing so, teams should try to coordinate a helicopter to fire on forces present on the east side of the property. Doing so will provide a distraction while a squad enters from the west to capture the point.

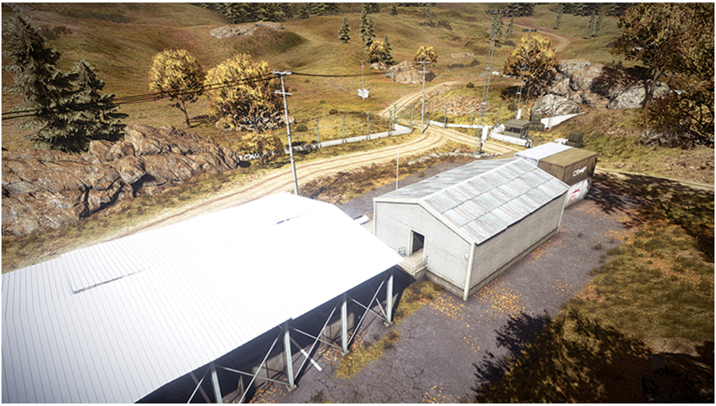
Power Station

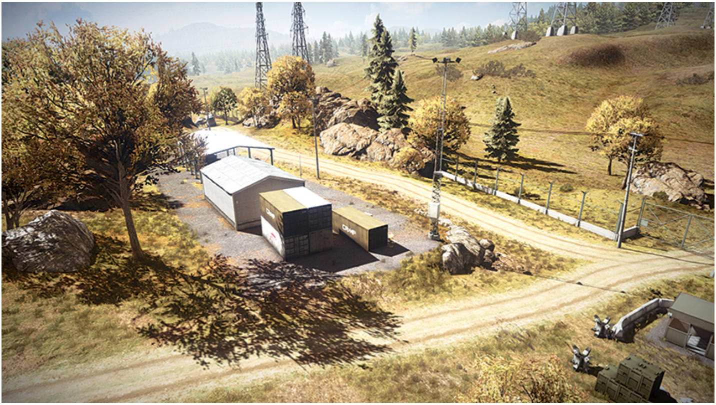


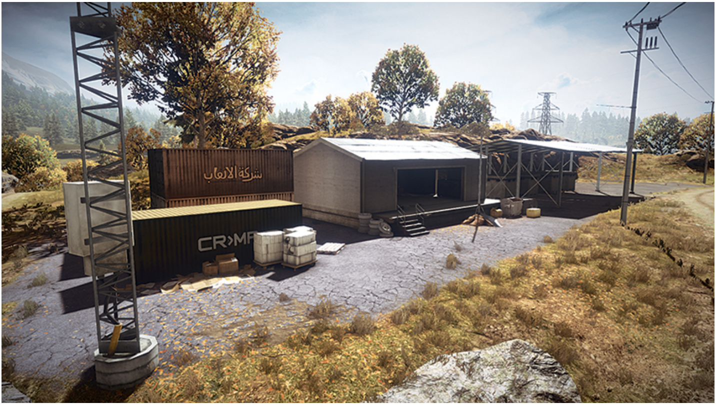
Likely to be controlled by the RU team due to its close proximity to their base, the Power Station (D) can provide a clinch point for US forces looking to hold the Warehouse (C). One caveat to this point is that while the road that passes by the Power Station (D) can be travelled by tanks and other heavy vehicles, the concrete walls that flank it make turning difficult, leaving the rear of the vehicle exposed and vulnerable to C4 attack. For the team defending this point, they should be setting mines at each end of the Power Station (D), forcing larger vehicles to stop and leaving them vulnerable to attack. To the southeast of the control point are some blue shipping containers stacked atop one another. These containers provide good cover to initiate an ambush on forces entering the area.

Outpost



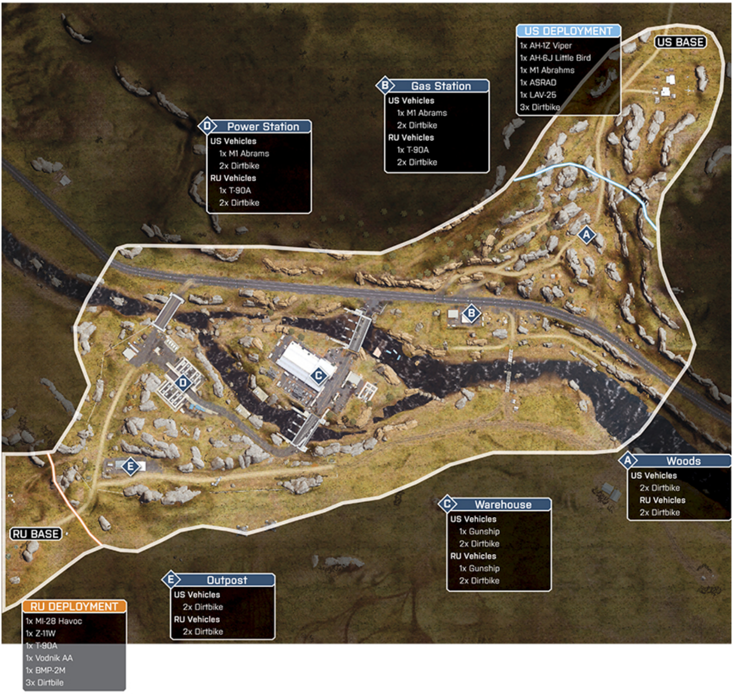






The Outpost (E) is similar in strategic significance to the Woods (A). More than likely, this point will be controlled by the RU team throughout the course of a match. From here, the road heading east can be used to flank US forces by following it across the river and bombarding US forces as they deploy from the north. Now, for the US team looking to take control of this point, coming from the road that runs north from the Outpost (E) is sure to be met with heavy resistance without air support. Instead, the US team should opt to approach from the east to capture this point. As for maintaining control of this area, the rocky ridge to the north provides a great lookout spot, and soldiers on this elevated position still have some room to avoid enemy fire. It is best to make use of traps like claymores and mines in this area to deter hostiles, instead of using heavily armored vehicles, as the point is relatively out of the way from the Warehouse (C) and Power Station (D), where most of the conflict will take place.

Conquest 64



Click here for interactive maps

The Conquest 64 version of the Operation Riverside map is identical to its Conquest counterpart—with two exceptions: Each team begins the match with a tank and an additional dirtbike, which is accessible from their deployment site. From the onset of the battle, the two opposing forces must rush to capture and control the highest number of the five control points available. Deploying from the hills northeast of the Warehouse (C), the US team has the best chance of capturing and holding the Woods (A) and the Gas Station (B) early on in the match, as long as they remain vigilant at staving off attacks along the riverbanks. From a makeshift base in the southwest, the RU team will quickly be able to capture and maintain a presence at the Outpost (E) and Power Station (D). Centralized on the map and sure to be a heavily contested point is the Warehouse (C). Located at the fork of the river, two narrow bridges provide access to larger vehicles, should they decide to avoid the river itself, whose terrain can be difficult to negotiate large vehicles through. Teams should make it a priority to maintain helicopter presence over the Warehouse (C), using it to clear out any hostiles that attempt to approach the control point via the waterways that flank the structure. While conflict is typically fierce at the Warehouse (C), both teams will be fighting for inches using the bridges east of the building to gain access to the control point. Instead, make use of the bridge northwest of the Power Station (D), which can provide both teams with an opportunity to flank their enemy.

US Base

Deploying from the hills to the north of the Gas Station (B), the AH-1Z Viper should immediately proceed toward the southwest to engage the RU team's helicopters as they deploy. As the AH-1Z Viper proceeds on its search-and-destroy mission, the AH-6J Little Bird should be at full capacity, transporting soldiers to the Warehouse (C) to allow for early capture of this clinch point. After dropping off troops at the Warehouse (C), the AH-6J Little Bird should continue to the southwest and assist the AH-1Z Viper while maintaining a patrol of the Power Station (D) until ground forces arrive. The rocky hill south of the Power Station is vulnerable to attacks by infantry or dirtbikes, but the primary goal of the AH-6J Little Bird here is to stave off the advancement of heavily armored vehicles from the southwest, where the Outpost (E) is likely to be held by RU forces. With the AH-6J Little Bird patrolling the area north of the Outpost (E), the AH-1Z Viper should patrol the road that runs east from the point. Also, while the Woods (A) and Gas Station (B) are tempting to capture immediately due to their proximity to the base, the capture of these points should be the focus of ground forces as they proceed south to engage the enemy. While effective against aircraft, the ASRAD should be patrolling the road that runs east to west across the map and making use of its unguided rockets to bombard enemies approaching the Power Station and the area to the west of the Warehouse.

RU Base

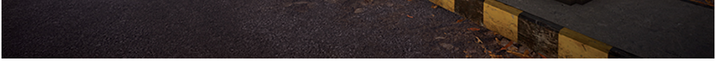
Considering their relatively close proximity to the RU base, the Outpost (E) and Power Station (D) should be a priority for the dirtbikes, BMP-2M, and the Vodnik AA, all of which should be loaded to capacity. One of the dirtbike passengers should get off at the Outpost (E) to capture it. Moving with the convoy, the dirtbikes and Vodnik AA should proceed northeast to capture the Power Station (D), while the BMP-2M proceeds north from the Outpost (E) and crosses the bridge that passes over the river. After crossing, the BMP-2M should proceed east to engage the US team as their ground forces make their way downhill. While the ground forces are moving into position, the Z-11W should take off from the base at full capacity and make its way to the Warehouse (C), which by this time will likely have US dirtbikes present on the building's east side. Because of this, drop off soldiers near the west entrance of the warehouse. By now, the MI-28 Havoc should be patrolling the eastern side of the map for enemy helicopters and eliminating any threat on the east side of the Warehouse (C) grounds to provide a distraction as the RU troops enter from the west side of the building to claim the point.

Woods

The Woods (A) is a forested area with little cover, but it does serve a strategic purpose aside from being the easiest point to control for the US team. The control point is atop a rocky hill, and given that the only attack options are by air or flanking, it provides sniper with a chance to monitor activity at the Gas Station (B). Because it is very close in proximity to the US base, it is not the best option for an RU sniper to play lone wolf when trying to protect the Gas Station (B). Instead, if the RU team can position a squad here, they effectively can cut off any land vehicles that deploy from the US base. This is something that the US team should take into consideration and thus maintain vigilance in controlling the point.

Gas Station

SANGER OIL CORP.



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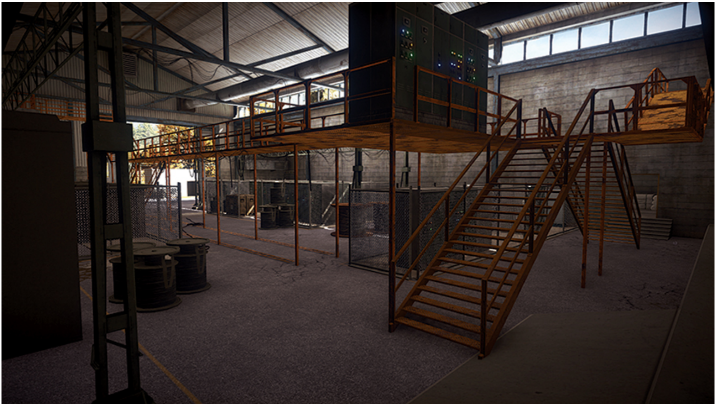
Warehouse



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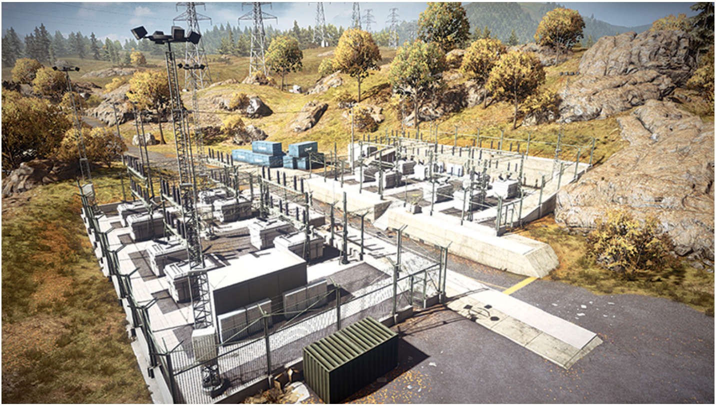
Power Station

CRAMP
CRAMP
CRAMP



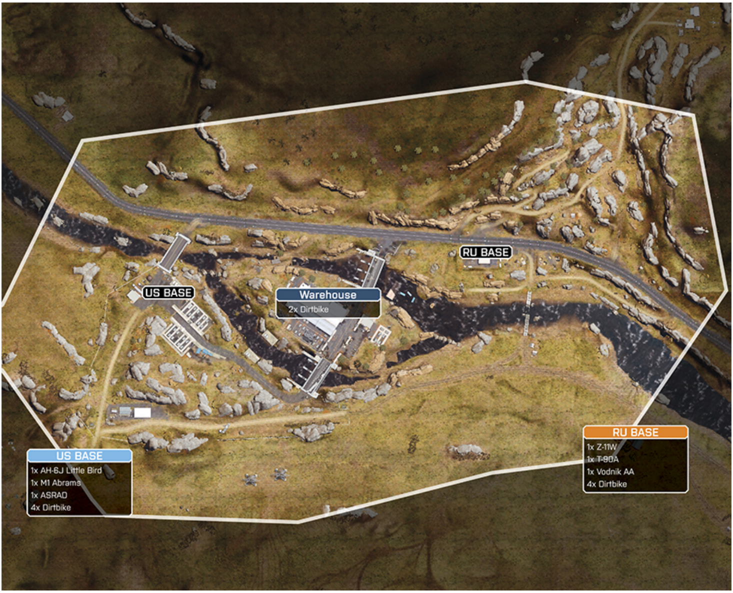
Likely to be controlled by the RU team due to its close proximity to their base, the Power Station (D) can provide a clinch point for US forces looking to hold the Warehouse (C). One caveat to this point is that while the road that passes between the Power Station (D) can be travelled by tanks and other heavy vehicles, the concrete walls that flank it make turning difficult, leaving the rear of the vehicle exposed and vulnerable to C4 attack. For the team defending this point, they should be setting mines at each end of the Power Station (D), forcing larger vehicles to stop and leaving them vulnerable to attack. To the southeast of the control point are some blue shipping containers stacked atop one another. These containers provide good cover to initiate an ambush on forces entering the area.

Outpost

شركة الالعاب
CR>MP

The Outpost (E) is similar in strategic significance to the Woods (A). More than likely, this point will be controlled by the RU team throughout the course of a match. From here, the road heading east can be used to flank US forces by following it across the river and bombarding US forces as they deploy from the north. Now, for the US team looking to take control of this point, coming from the road that runs north from the Outpost (E) is sure to be met with heavy resistance without air support. Instead, the US team should opt to approach from the east to capture this point. As for maintaining control of this area, the rocky ridge to the north provides a great lookout spot, and soldiers on this elevated position still have some room to avoid enemy fire. It is best to make use of traps like claymores and mines in this area to deter hostiles, instead of using heavily armored vehicles, as the point is relatively out of the way from the Warehouse (C) and Power Station (D), where most of the conflict will take place.

Capture the Flag



Click here for interactive maps

During Capture the Flag on Operation Riverside, the map nearly resembles its Conquest counterpart. The only exception is that the US team deploys from the Outpost, with their flag being to the north of the Outpost, due west of the Power Station. The RU team, on the other hand, deploys near the Woods and their flag is located slightly south, at the Gas Station. This map offers plenty of opportunities to flank the enemy and effectively get the drop on them. Instead of an entire team capturing their enemy's flag through brute force and speed, a squad and an anti-aircraft vehicle—preferably the ASRAD or Vodnik AA—should remain at their respective flags to stave off any threat posed by the opposing team's helicopter. While the bridge to the northwest of the map can be used as a thoroughfare between the two bases, it is likely to be loaded with mines. The same might be true of the road that connects the Warehouse with the Power Station. In this case, the best option would be to negotiate the river by dirtbike, as these swift vehicles can negotiate the riverbank terrain with ease. Aside from the vehicles provided at each of the team's respective bases, there are also two dirtbikes located on the east side of the Warehouse, which is conveniently centralized on the map.

US Base

Positioned in the southwest end of the map, the US team's flag is slightly west of the Power Station. This position is open to attack from four fronts, the bridge northwest of the flag, the riverbank to the north that provides a ramp for escape, the road that runs east of the Power Station and through the Warehouse area, and the road south that passes by the Outpost and runs east along the southern edge of the map and leads to a fallen bridge that can be used to cross to and from the Gas Station to the north. Given the accessibility of these points, they are best guarded through the use of explosives such as mines or claymores, which due to their proximity detonators do not require direct monitoring. All of these points can also be used to attack the RU base located at the Gas Station, but the best method would be the roads that run east and south from the US base. Both of these can access the riverbank immediately south of the Gas Station, and from this point, can approach the RU flag before the opposing team knows what hit them.

RU Base

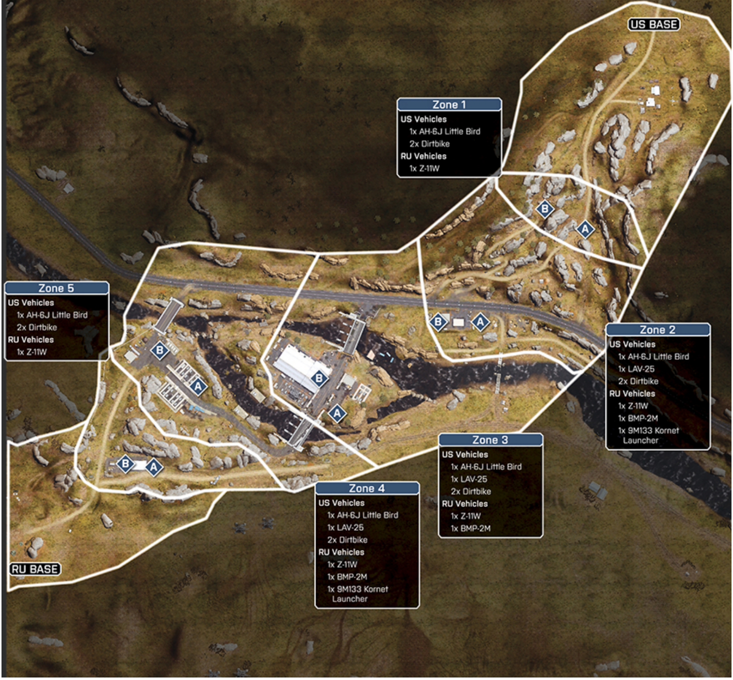
THIGER OIL CORP

THIGER OIL CORP.
THIGER OIL CORP.

Deploying from the northwest near the Woods, the RU team's flag is situated at the Gas Station. While more exposed to attack than the US base to the southwest, the hills north of the Gas Station provide ample opportunity to monitor the flag and the surrounding area for potential attackers. One of the best opportunities for a trap would be to place C4 on the gas pumps. When an enemy or their vehicle approaches the flag, detonating the charge will result in a large explosion, clearing the flag area of hostiles. When making an attack on the US flag, be sure to make use of the dirtbikes to cross the fallen bridge to the southeast, as the connecting road provides an opportunity to approach the US flag from the blind side to the south. Avoid passing through the Warehouse area, as this is likely to be a clinch point that will be rife with resistance. The same can be said of the road running west from the Gas Station, which should be patrolled to stave off heavy armored vehicles as they attempt their approach from this route.

Rush

The Rush battle on Operation Riverside begins with a heated battle in the hills to the northwest. The varied terrain and flanking opportunities presented on this map ensure that both teams are in for a fierce battle, as they fight to gain inches across this sprawling landscape. Each team will retain access to a scout helicopter throughout the course of the battle, and efficient use of these aircraft can quickly turn the tide. Throughout the conflict, the RU team will be limited in their vehicle resources, a fact that the US team is sure to exploit. Given the terrain, the RU team can exploit the hillsides to gain an advantage, but once again, they will have to ensure that their helicopter keeps an eye on the location of the US team's vehicles. Both teams can benefit from engineers that are well-versed in the use of anti-aircraft rockets to keep the sky clear of prying eyes that can alert the enemy to their positions.



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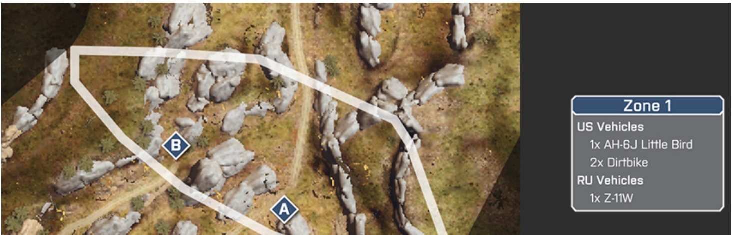
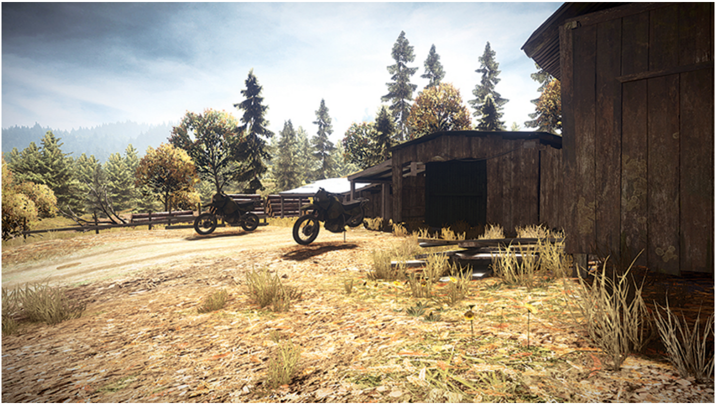
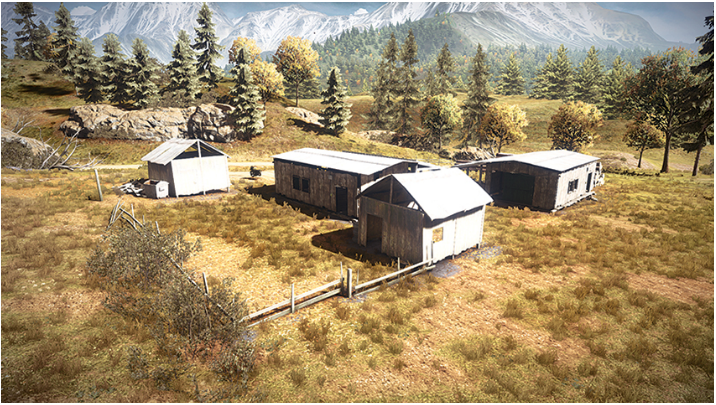
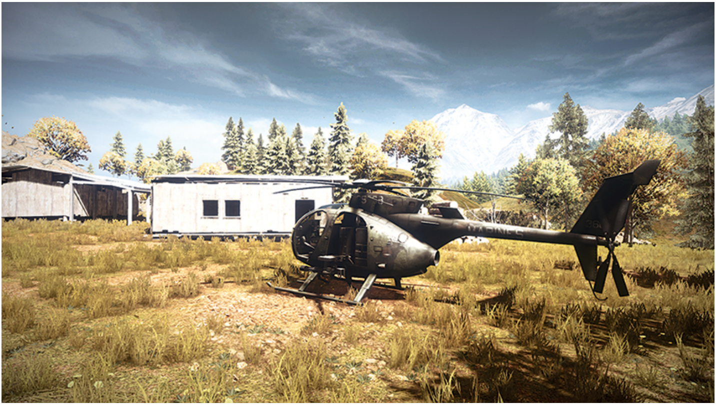
Zone 1: Woods

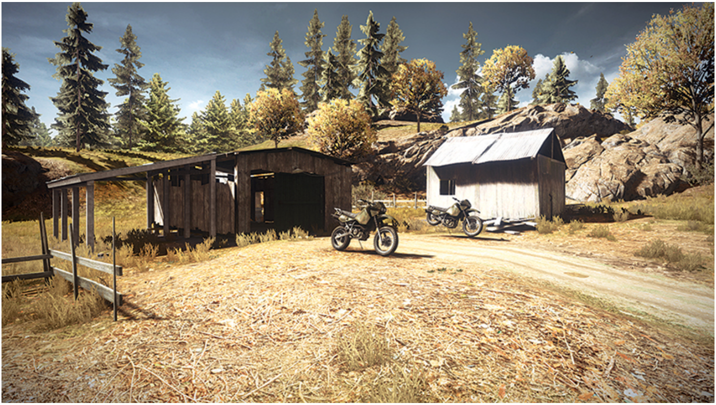


US Deployment







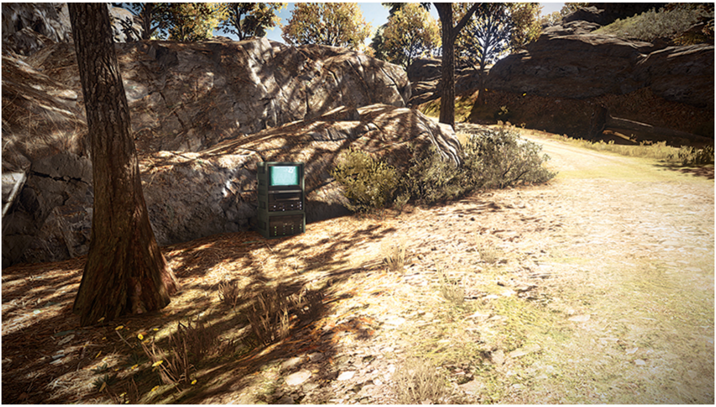


From the moment of deployment, the US team has an immediate advantage. Located uphill and northeast of the RU team with two dirtbikes, the US team can quickly proceed south and capture the two M-COMs that are located among the wooded hillside. By this time, the AH-6J Little Bird should be in the air to hold back RU soldiers that are attempting their hike uphill to guard the M-COMs. The speed of the dirtbikes means that a passenger can be dropped off at the M-COMs to secure them, while the dirtbike continues downhill to approach from behind the RU soldiers that are encroaching upon the M-COM sites. The US team should take note that the RU forces will be deploying closer to the position of M-COM Station A and are likely to meet heavier resistance at this location. Attacking M-COM Station B first will splinter the RU forces, though, as they will be dividing their forces to manage the onslaught. Use this opportunity to bombard the hillside with the AH-6J Little Bird and force the RU team to take cover under suppression.

RU Deployment

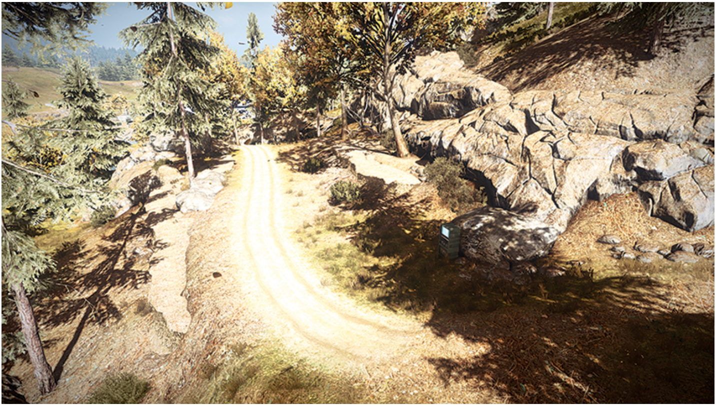
From the onset of the battle, the RU team is at a disadvantage. The only deployment vehicles afforded the team at this stage in the battle is the Z-11W, which deploys from the southwest corner of the map. Although the deployment site is near the M-COM stations, the team would benefit from focusing its infantry units on M-COM Station A, placing mines or claymores early on to provide defense to the site. Once the Z-11W is within range, the helicopter should focus its attention on protecting M-COM Station B, which is slightly northwest of M-COM Station A. The helicopter should be focusing its fire on M-COM Station B to suppress enemy units that are attempting to destroy it. Now, while this is going on, the RU team should make its engineers take down the US team's helicopter and clear the sky for their Z-11W to police the area. While it's risky to focus all of the infantry's attention on M-COM Station A, remember that only one M-COM is needed to hold back the enemy, and it's not worth having the team spread thin between both objectives and possibly overwhelmed this early in the round.

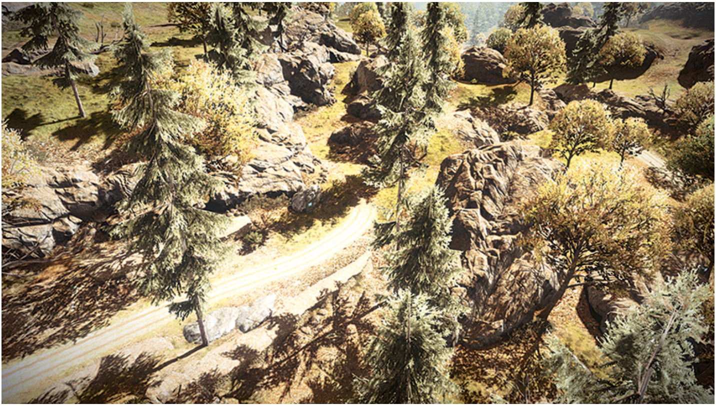
M-COM Station A



M-COM Station A is located in the Woods alongside the east path. This area is heavily concealed by trees, making it difficult to see from the air. US attackers will be likely to attack this station first though, considering that it is a straight shot from their deployment. Given the lack of cover to both teams, the RU defenders will benefit from taking elevated positions atop the rocks that flank this area, as well as make use of claymores to control the site and destroy the hopes of any would–be attackers that enter the area. With this in mind, the US team should not be careless in approaching this area, as it becomes a killing field that strips away tickets quickly.

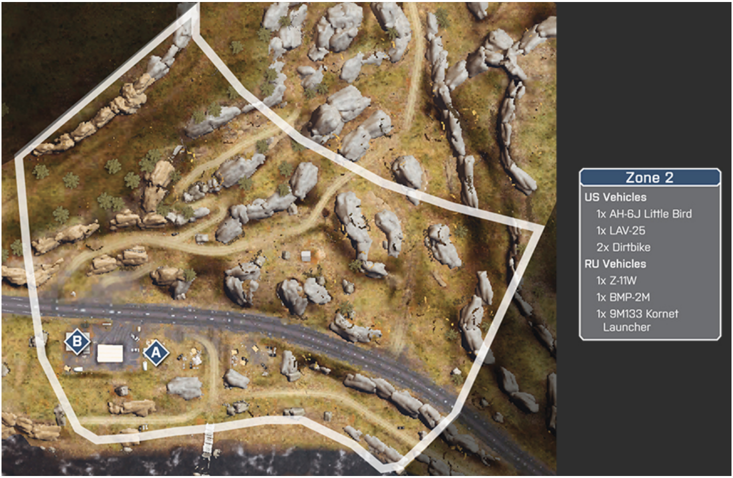
M-COM Station B





M-COM Station B is located northwest of M-COM Station A. Both teams can benefit by allowing an experienced helicopter pilot to patrol and monitor the road on which M-COM Station B is situated for hostiles. Considering the slight uphill climb to access the area, RU defenders will be accessing this area from the southwest. This can be dangerous for US attackers that are attempting to plant a charge, as they are left vulnerable to fire at both M-COM Station A and B from these elevated positions. Defenders should make use of grenades and explosives when staving off attacks to this site, as the only option to take cover here is to fall back. For serious attackers though, the AH-6J Little Bird can be a powerful asset for controlling the approach of defenders making their way uphill. T-UGS motion sensors can benefit both teams greatly here, as the rocky hillside can be difficult to monitor via sight lines.

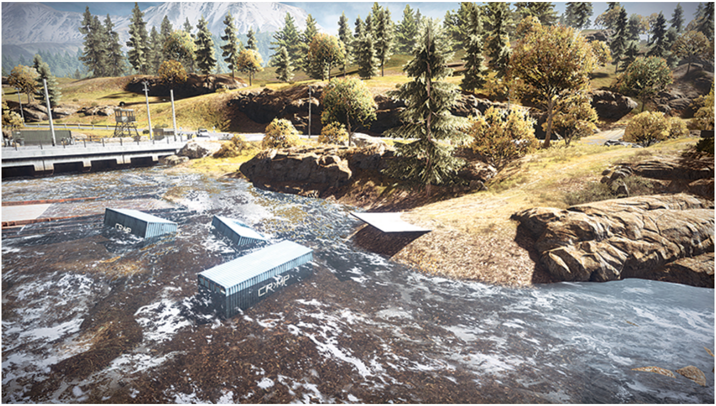
Zone 2: Gas Station

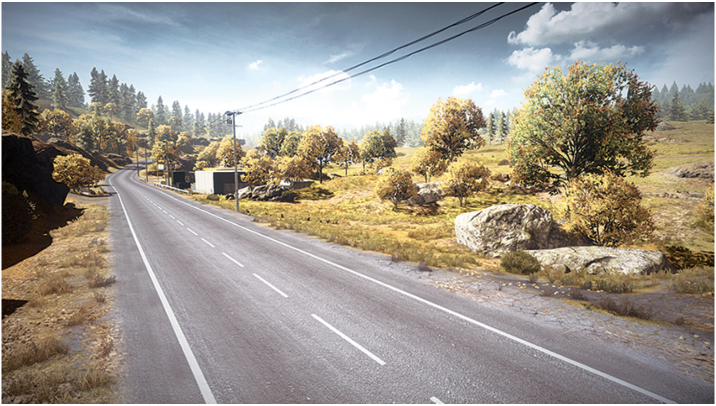


US Deployment

Deploying from the Woods northeast of the Gas Station, the US team should expect heavy resistance as they make their way downhill. Because M-COM Station A is the most exposed, the attackers should position their LAV-25 to the east of the Gas Station to provide suppressive fire for dirtbikes to gain quick access to the area and secure the charge. Expect crafty defenders to attempt to guard the M-COM Stations from the south, as the river provides a direct path to take a position from which to snipe at oncoming attackers that are making their approach from the northern hills. Keeping this in mind, positioning recon soldiers on the hills can provide cover for infantry as they attempt to enter the Gas Station itself and plant the charge on M-COM Station B, which is located inside the Gas Station itself.

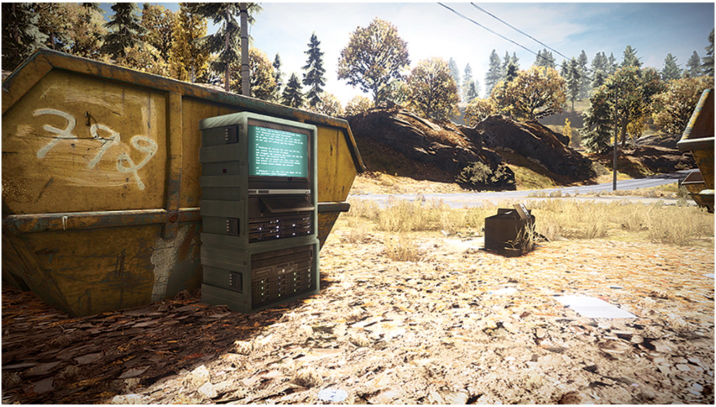
RU Deployment





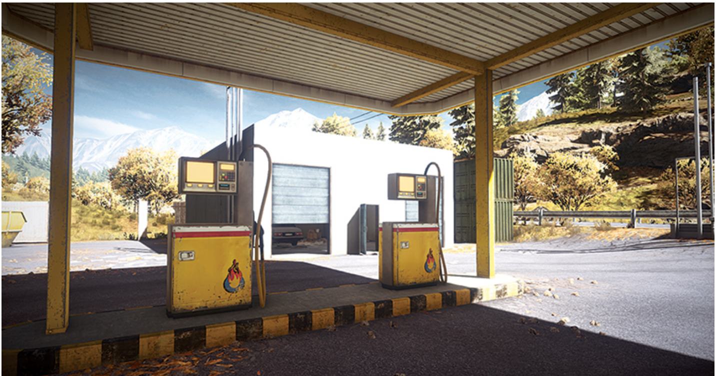
Deploying from the west, the RU team has a chance to defend the M-COM Stations at the Gas Station from the nearby 9M133 Kornet Launcher. While effective against large vehicles, it can also be used to control the hillside that the attackers will be approaching from. Instead of defending the location from the road itself, enter through the south side of the Gas Station and make use of T-UGS motion sensors to monitor activity near M-COM Station A, which is east of the station and exposed. Not only will placing a T-UGS near the M-COM provide coverage of this exposed station, but it will also provide a warning that attackers are attempting to cross the Gas Station pump area to plant a charge on M-COM Station B. Due to its concealment within the building, M-COM Station B can be effectively guarded through the use of claymores; just be sure to plant one near the car inside of the Gas Station to create a larger explosion to kill attackers that may be grouping inside.

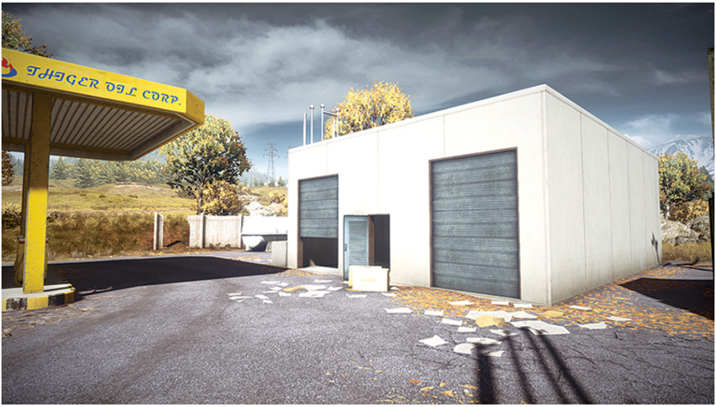
M-COM Station A

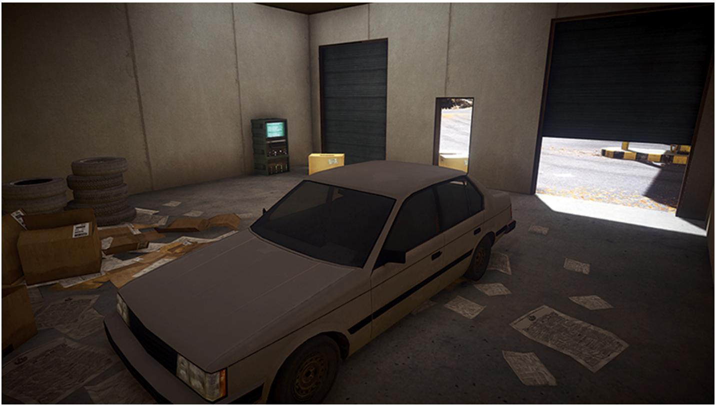


M-COM Station A is located to the east of the Gas Station near a yellow dumpster. This M-COM Station is particularly open to assault given the fencing that conceals it from the Gas Station itself. Attackers should not take it for granted that this will be an easy plant and destroy, though, as the wooden fence providing concealment is likely to be destroyed quickly by the BMP-2M and their own LAV-25 as cannon fire rips through the area. Defenders will benefit from placing a T-UGS motion sensor near the area and approaching from the river to the south. Attackers can effectively clear the area from the rocky hills to the north, as well as spot defenders camping nearby. If the fence has been torn down, defenders can also use the relative safety of the south gas station wall to fire on attackers approaching the area.

M-COM Station B

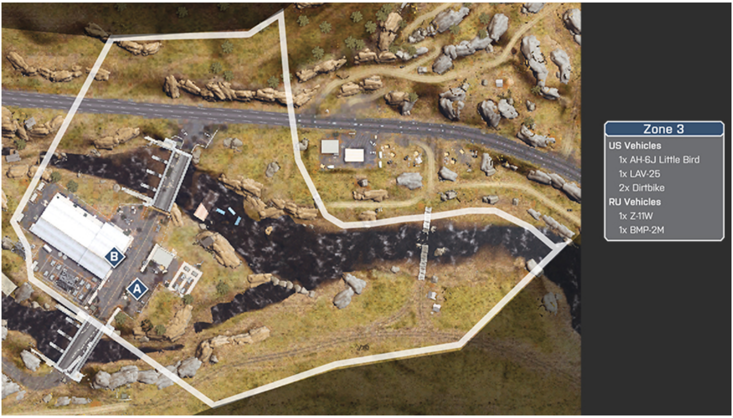






Located inside of the Gas Station, M-COM Station B is a difficult one to attack to say the least. Attackers would benefit from using the LAV-25 to provide suppressive fire on the site as their infantry close in on the building itself. Defenders should expect dirtbike riding attackers to try to attempt to enter the Gas Station building on their vehicle at breakneck speeds. Should attackers attempt brute-force methods like this, placing mines near the entrance to the building can cut these attacks short. Attackers should keep in mind that keeping their LAV-25 on the road will leave it vulnerable to attacks from the 9M133 Kornet Launcher on the north side of the building. To prevent infantry resistance, attackers would be wise to make use of recon soldiers positioned on the rocky hillside to snipe defenders that approach the front side of the building. Defenders should keep this tactic in mind when coming out into the open around the Gas Station.

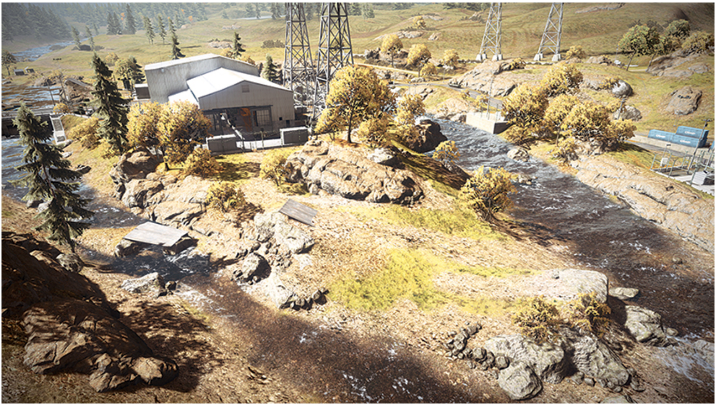
Zone 3: Warehouse

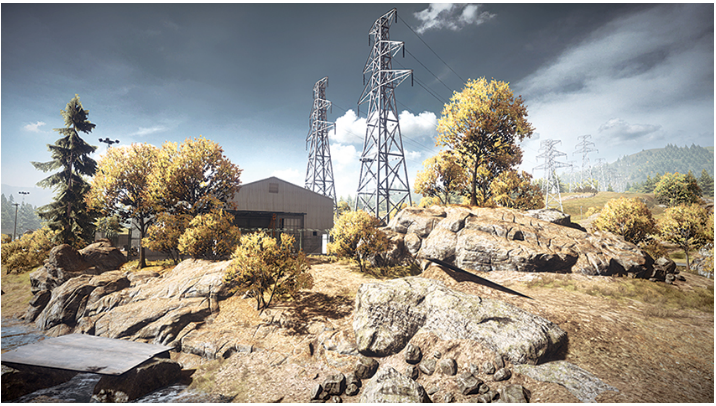


US Deployment

At this stage of the battle, the US team deploys from the Gas Station. The M-COM Stations are located within the gated compound of the Warehouse to the southwest. It is best to allow the LAV-25 to spearhead the attack into the compound, as long as the bridge is not loaded with mines. Infantry units should cross the river and approach from the southern tip of the island the Warehouse is situated upon. Entry from this area provides an opportunity to place a charge on the relatively exposed M-COM Station A, but keep in mind that defenders will be inside the Warehouse near M-COM Station B and will be fiercely guarding the area from afar. Make use of the AH-6J Little Bird to provide suppressive fire through the large Warehouse door to prevent being accosted by defenders while securing this close-quarter-combat-prone area.

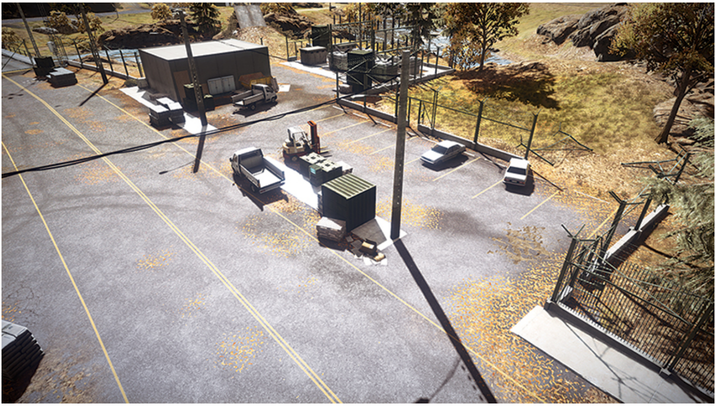
RU Deployment





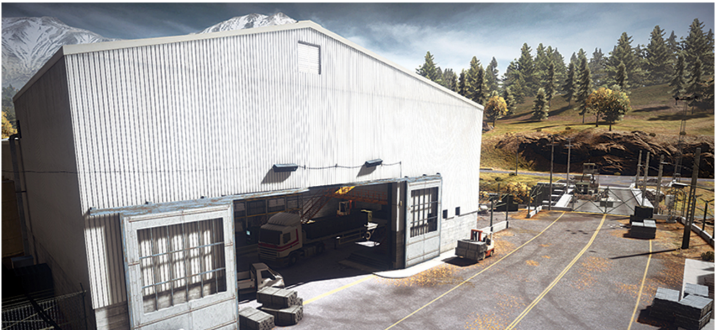
Deploying from the north side of the warehouse, the RU team can be at a slight disadvantage if they do not proceed to the south end of the Warehouse in a timely manner. To quickly establish a presence, the BMP-2M should approach the Warehouse and begin providing suppressive fire from the southern Warehouse gate to ensure that no attackers gain entry to the Warehouse and compromise M-COM Station B. As infantry units make their way through the Warehouse, the Z-11W should enter the airspace and provide cover fire to prevent the enemy from crossing the bridge from the north. Once defenders have made their way to the east side of the Warehouse, infantry should maintain a position from within the building, engaging hostiles as they enter the large hangar area. From this vantage point, M-COM Station A can be protected as well, given its relatively exposed position.

M-COM Station A



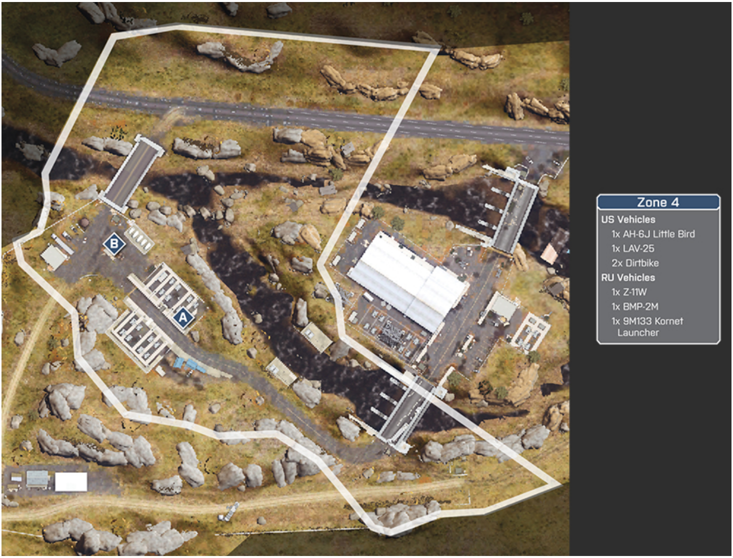
M-COM Station A, located within the lot on the east side of the Warehouse, is relatively exposed—aside from the white truck parked near it. For attackers, this truck provides little to no reprieve from the bombardment they can expect from the defenders' BMP-2M, and infantry are sure to post up within the Warehouse itself. Attackers should approach the M-COM from the south, with squad members providing suppressive fire as one teammate engages in planting the charge on the M-COM itself. Defenders should take advantage of this vulnerable M-COM and pick off attackers as they approach to plant a charge. Critical to defending this station is preventing the enemy IFV from entering the Warehouse lot, as the attackers will be able to use the vehicle as cover to attack the M-COM.

M-COM Station B

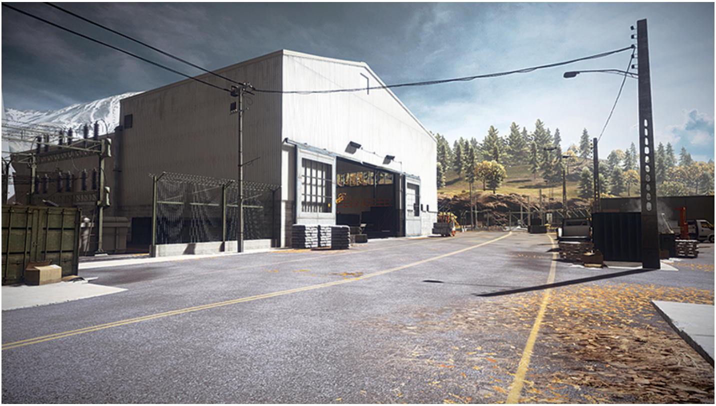


Because M-COM Station B is located within the Warehouse hangar it poses a bit of risk for attackers engaging the objective. They should expect heavy resistance from defenders entrenched within the hangar, and expect to be flanked by hostiles that have taken position on the catwalks overlooking the M-COM. Defenders should keep in mind that attackers may try to approach from behind them by making use of the stairs located within the server room to the west. So, should they attempt to take a defensive position on the high ground, planting claymores at the entrances to the hangar along the catwalk is a very useful defensive strategy. For the overzealous attacker, if the LAV-25 can successfully enter the hangar, it can quickly overwhelm the defenders within this small space. Of course, the defenders can also swarm the vulnerable IFV and destroy it through the use of explosives or well–placed mines.

Zone 4: Power Station



US Deployment

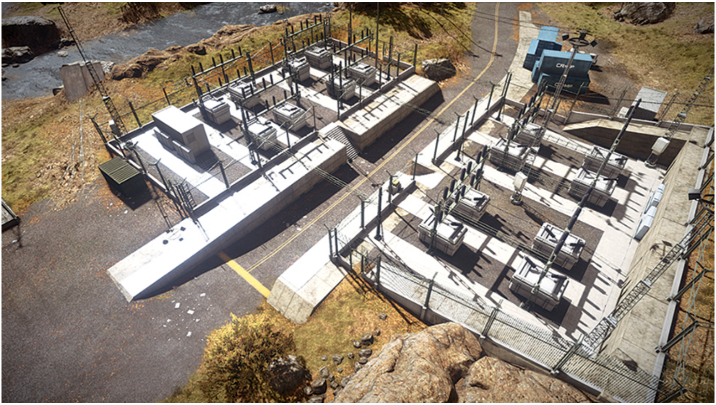


Deploying from the Warehouse, the US team has a straight path that runs through the Power Station and the lot west of it. Both of these areas have an M-COM Station to attack, but expect such a direct approach to be met with heavy resistance. Continuing south from the Warehouse is a road that runs to the west and approaches the M-COMs from the rear. The only downside to this approach is that it runs right through the RU team's deployment area. Dividing the US team's forces to attack directly from the Power Station and sending some to the south can provide the opportunity to sneak up on the RU team by using the rocky hill north of the Outpost area. Once in this elevated position, the RU team will be forced to pull back from the Power Station itself and retreat to the lot where M-COM Station B is or sustain heavy losses. Once M-COM Station A has be successfully destroyed, the US team should focus the attention of the AH-6J Little Bird to policing the area around M-COM Station B, allowing attackers to plant a charge.

RU Deployment

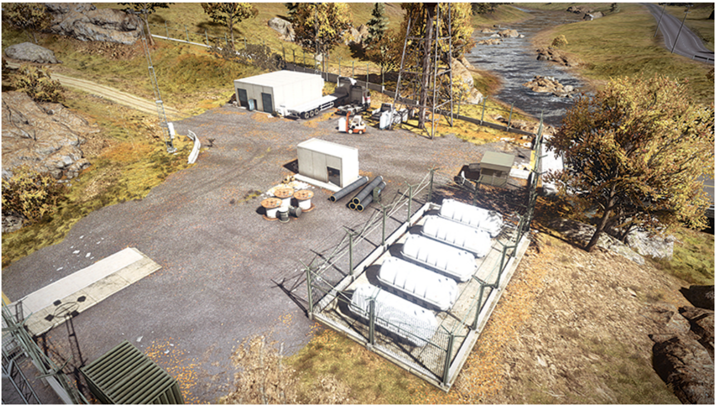
Making their approach south from the Outpost area, the RU team will benefit to have the Z-11W providing cover over the Power Station, where M-COM Station A is located, until infantry can arrive on site. If the attacker's IFV has a chance to break through the Power Station area and approach the lot where M-COM Station B is located, this point of the battle can quickly be handed over to the US team. One benefit that the RU team has here is the BMP-2M, which if positioned near M-COM Station B can provide suppressive fire toward the Power Station and the southern ridge, should the US team attempt to exploit this area and the power transformers here for cover. To raise a successful defense here, the deployment of mines and claymores is definitely necessary to put a stop to the rush of US forces through the Power Station and the road to the south which provides US forces with an opportunity to flank from the Outpost.

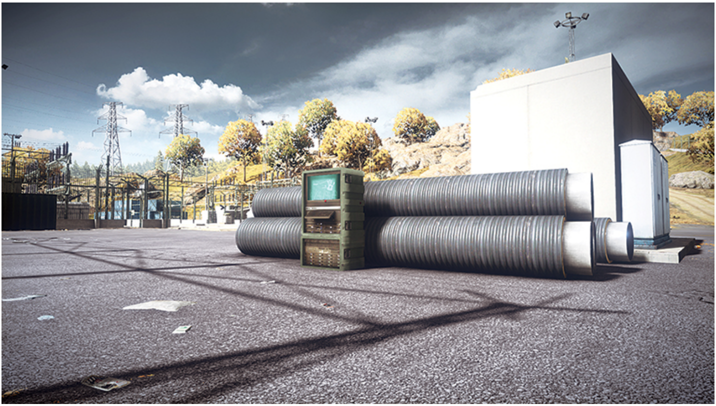
M-COM Station A

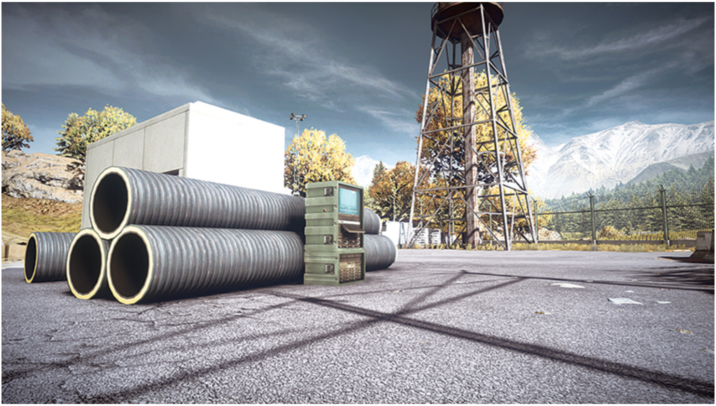


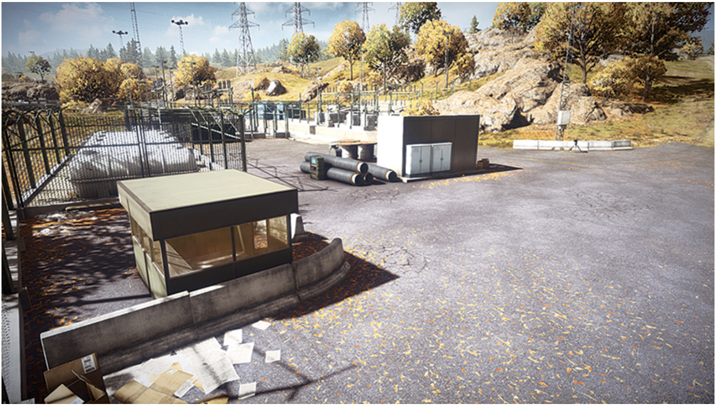
Located on the north side of the Power Station, M-COM Station A is positioned to be attacked from the river and the road leading from the Warehouse. One disadvantage to an IFV crossing through by way of this road is that once within the channel between the two halves of the Power Station, it is difficult to turn around or make a quick escape, leaving any vehicle susceptible to C4 attack or other explosives. Dirtbikes on the other hand, provide the attackers with a swift platform to drop off soldiers and proceed to M-COM Station B, which is to the west of the Power Station. Defenders should focus on taking position on top of the ridge to the south, which provides them with an elevated position to monitor the approach of attackers. Placement of mines on the western end of the Power Station is useful in preventing any kind of vehicle from safely proceeding through the narrow channel as well. Attackers also can make an easy path by breaking through the chain link on the east side of the Power Station, as opposed to entering the channel and making their way up the stairway, which is particularly vulnerable to sniper fire.

M-COM Station B



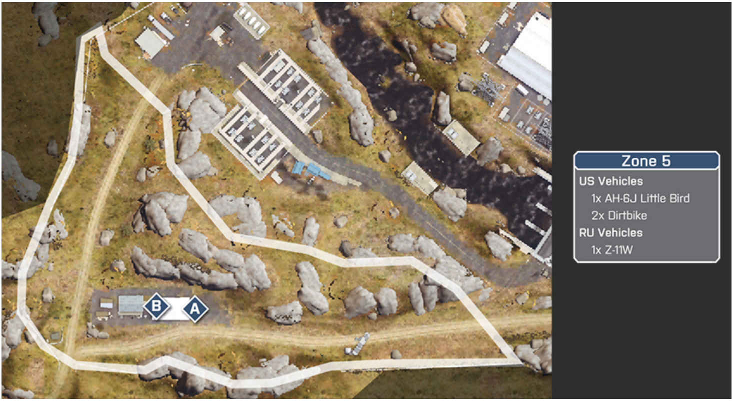






M-COM Station B, positioned due west of the Power Station, is relatively exposed near some large pipes and a small building. Attackers, while able to approach the site from the east, will find less resistance when approaching from the north via the river. Defenders should make use of the Z-11W to patrol the bridge to the northwest and the river, as these areas are particularly vulnerable to a dirtbike assault. One tactic that defenders could implement is to use the BMP-2M to destroy the nearby building and prevent cover for enemies that approach the site, but this also eliminates the cover for allies as well. Defenders can also use the ridge to the south as a position for snipers to maintain a sight line to the objective, spotting attackers for their team as they approach the M-COM.

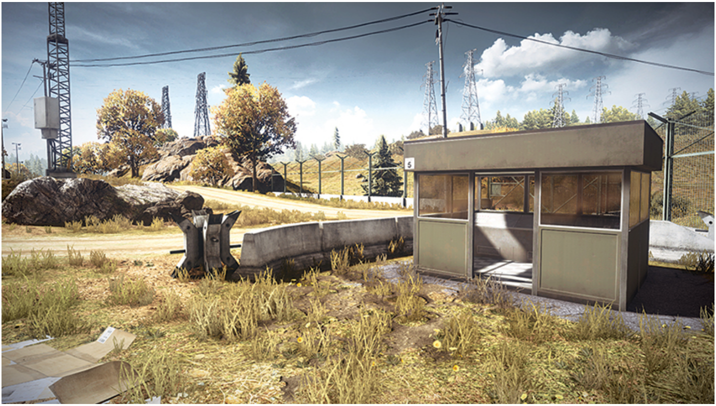
Zone 5: Outpost

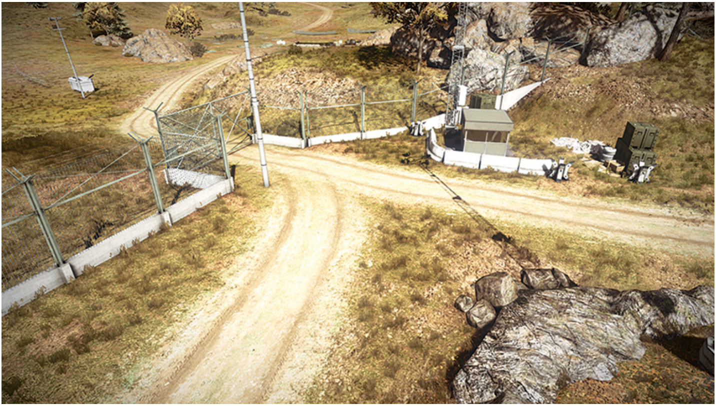


US Deployment

Deploying from the Power Station, this last stage of the battle can be won by overwhelming the enemy through the road running south to the Outpost, but at the risk of a high amount of casualties that will deplete tickets quickly. While this is an effective tactic against an RU team with lack of experience, expect a more skilled team to maintain a strong defense at this point in the battle. The AH-6J Little Bird should be used to eliminate any threats that take position along the ridge south of the deployment area, clearing the path for an assault by way of this ridge. Another point of attack should be the road that runs south from the Warehouse. Although a bit of doubling-back is needed to access this road, dirtbikes can quickly make it to this point and engage the enemy from the east, where they likely have turned a blind eye.

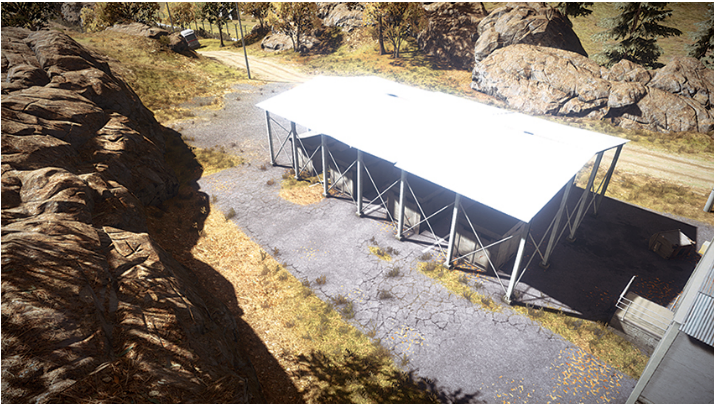
RU Deployment





At this point of the battle, holding back the attackers at all costs is imperative. With the M-COM Stations positioned relatively close to each other, guarding them is easily accomplished by making use of the Z-11W, which can maintain distance while gunning down any opposition that approaches the objectives. Without an IFV, though, the battle will be held by infantry units. Early placement of claymores near the objectives can help push back forces that approach them as well. Defenders should be careful to watch the ridge to the north of the Outpost as well as the road to the east, should enemy units attempt to get the jump on them. The first M-COM to be attacked will likely be M-COM Station B, given its position inside the Outpost building, which can be approached from the north relatively undetected. Be sure that this area is fortified with claymores to prevent an unwelcome surprise, should an attacking squad take hold here.

M-COM Station A



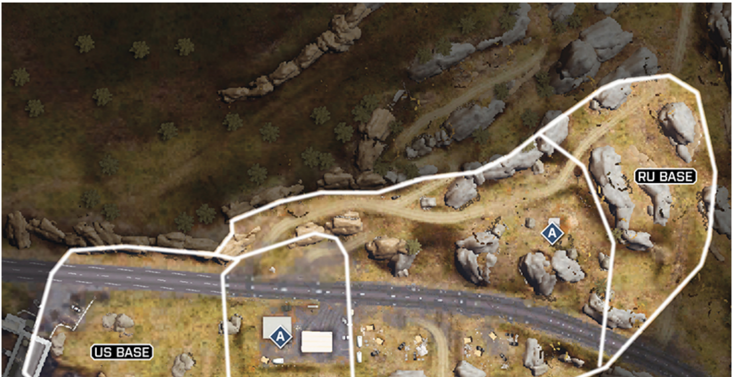
Located between containers under an aluminum shelter, M-COM Station A is particularly vulnerable to attack from the east by way of the road. Attackers looking to gain the advantage by taking this approach should be aware of the position of the RU team's helicopter, which can easily observe them and pose an immediate threat given the area's exposure. Defenders can effectively protect the site through the use of claymores near the station, as attackers approaching the station to arm a charge will be under heavy fire when doing so. The greatest danger to the defending team here is attackers that are making their approach by way of the ridge to the north, as they will be concealed by the large building to the west and the containers around where the M-COM Station is positioned. One good tactic that attackers can use here is to be dropped off by a dirtbike as the driver continues onward, as most defenders are likely to not notice the dropped of passenger and will attempt to stop the dirtbike itself.

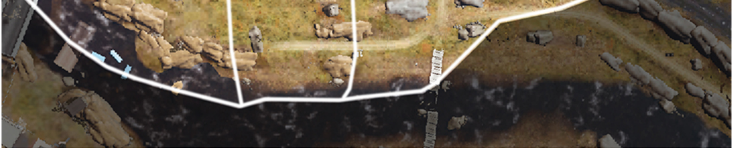
M-COM Station B

Set within the building at the Outpost, M-COM Station B is not an easily accessible objective. For attackers, the difficulty in approaching this objective will be that although the north side of the building offers cover but if approaching the door on the east side, they can expect defenders to be on guard inside of the structure. Attackers looking to enter the building to plant a charge would be wise to use grenades to clear the room prior to entry, as well as making use of the AH-6J Little Bird to provide cover fire as squads attempt to attack the objective. Defenders should make use of the tight quarters where the M-COM is housed by using claymores, as well as grenades to defend the objective without having to engage in a direct firefight. Another advantage that defenders can make use of is the rocky ridge to the south of the outpost, where snipers can effectively cover the M-COM Station, making the attackers' approach difficult.

Squad Rush

Taking place at the Gas Station and the Woods north of there, this Squad Rush battle will test both teams' abilities to flank and control the area surrounding the objectives, which are exposed to attack within both zones of conflict. Defenders will benefit from making use of claymores to guard the objectives, and implementing T-UGS sensors to warn of attackers that may be attempting to flank their position. During the first phase of this battle, attackers will find it useful to implement a MAV to oversee the combat area while they approach the objective from multiple angles, thereby spreading the defenders thin in the process.





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Zone 1

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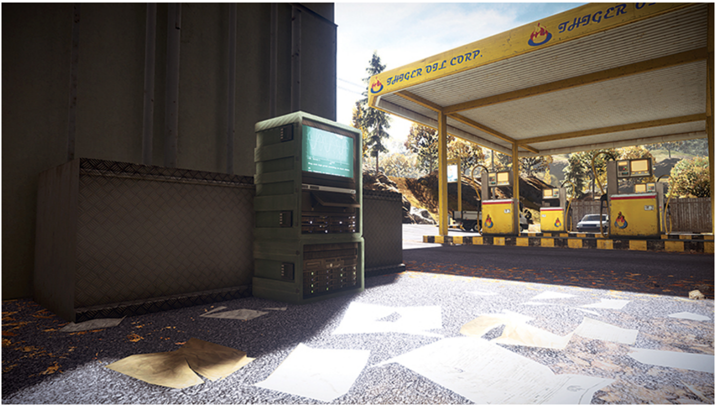
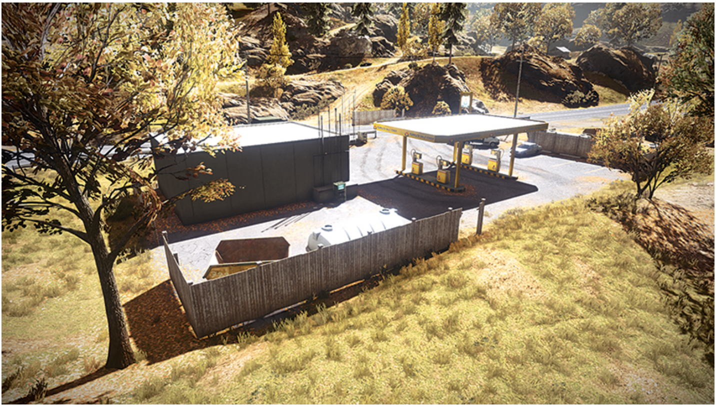
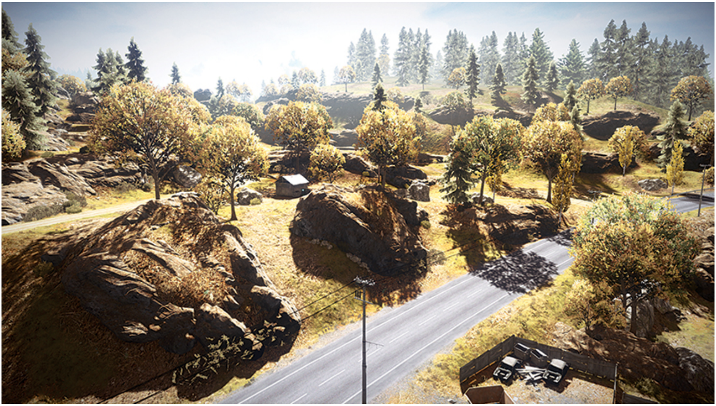
THIGER OIL CORP.





Positioned on the south side of the Gas Station, the first objective is in the open and exposed. This makes successful planting of a charge difficult for attackers that expect to simply run up to it. Defenders will be camping on the rocky hill to the southwest, picking off attackers as they approach. Deployment of a MAV can be helpful to both teams here, as an overview of the objective is useful, considering the area's relatively open terrain. When attacking, approach from the west side of the building and the south fence line, because an approach from the north will be met with resistance from the defenders that deploy to the east and take position atop the hills to the north. Defenders should take advantage of the position of the M-COM Station and fire upon attackers from the east fence line, which provides an ideal sight line for picking off attackers attempting to arm the objective.

Zone 2



Nestled against a wooden shack on the hillside north of the Gas Station, attackers approaching the objective from the road should expect heavy resistance from defenders that have taken positions in the hills. When attacking, attempts on the objective should be made by proceeding uphill west of the objective and then moving south to descend upon the objective. Defenders looking to hold back the attacking squad would benefit by taking position atop the rocky ledge to the southwest of the objective and sniping attackers as they approach it. If the attacking team does successfully make their way north and attack the objective from this angle, defenders should expect an uphill battle as they attempt to reclaim control of the hill. Deployment of a MAV can prevent this from happening because it would allow an overview of attacker positions.

Air Superiority

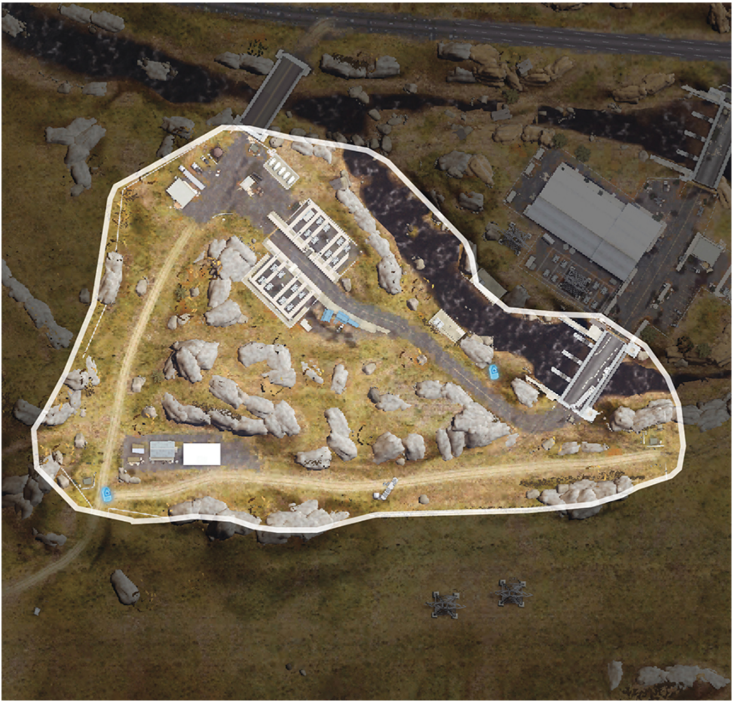
In this game mode, the action takes place in the skies over Operation Riverside. With both teams only able to deploy into aircraft already in flight, as well as being unable to eject from the aircraft, combat will never take place on the ground. Thus, making use of the fire extinguisher can prevent undue deaths by repairing the craft while in the air. If you opt to not equip a fire extinguisher, expect to have difficulty staying airborne. These battles center around the capture of control points that are in the form of white airships aloft within the skies at differing elevations. Successful combat will involve the team working as a unit, providing air cover for one another. To assist in covering the backs of your fellow airmen, your loadout should include air radar, which aids in the monitoring of enemy positions, including those that may be approaching from the rear. Instead of trying to hold all three of the control points, an efficient strategy is to focus on two of the control points as a team. This is all that is needed to ensure victory and, at the same time, will prevent units from being spread too thin, where they can be picked off with ease.

Jet Unlock Progression

Image	Name	Loadout Slot	Points	Description
	IR Flares	Gadget	300	Infrared flare launchers that when launched will distract incoming missiles and cause them to miss their locked target.
	Heat Seekers	Weapon	700	Heat-seeking missiles launched by the pilot that lock on to and track enemy aircraft.
	Stealth	Upgrade	1500	Engine tuning and fuselage coating materials disguise your vehicle's infrared signature, thereby increasing enemy locking and tracking difficulty and decreasing the time you are revealed to the enemy when spotted.
	Belt Speed	Upgrade	2700	An enhanced mechanism that decreases the minimum time between firing bursts with your main weapon.
	Proximity Scan	Upgrade	4200	External sensors detect and reveal enemy units on your minimap.
	Rocket Pods	Weapon	6200	A set of unguided FFAR Rocket Pods mounted under the wings.
	Air Radar	Upgrade	8600	The range of your minimap increases greatly and reveals all friendly and enemy aircraft.
	Extinguisher	Gadget	11600	A controlled air pressure release in the engine compartment will extinguish engine fires when activated, helping a disabled aircraft return to normal operation and recover from damage.
	Below Radar	Upgrade	15000	When flying at low altitudes, your heat signature is decreased, hiding you from enemy radar and preventing enemy air-to-air missile systems from locking on to you.
	Maintenance	Upgrade	19000	Preventative maintenance procedures improve your vehicles recovery from damage.
	Guided Missile	Weapon	24000	Laser-guided missiles launched by the pilot which lock on to and track enemy land vehicles and can acquire laser-designated targets even if they are out of line of sight.
	Beam Scanning	Upgrade	29000	A computer upgrade for advanced weapon systems that helps you lock on to enemy targets faster when using heat-seeking or laser-guided missiles.
	ECM Jammer	Gadget	35000	Electronic countermeasures including chaff launchers and deceptive transmitters prevent your aircraft from being locked on to by enemy weapon systems for a short time when activated.

Squad Deathmatch

In this game mode, the combat is situated around the Power Station and the Outpost area to the southwest. At random locations, a single BMP-2M deploys into the combat area. This vehicle is well suited to patrol through the lot west of the Power Station and the Outpost area, but it is especially vulnerable to attack when passing through the Power Station itself. The high walls that flank the road through the Power Station mean that the IFV cannot turn easily between them. This Power Station provides plenty of opportunity for close-quarters battles, but the labyrinth of power transformers here also means that being trapped by multiple hostiles is a possibility. If your squad is having difficulty capitalizing on these intense firefights, taking position along the ridge north of the Outpost can give a high-ground advantage on enemies as they pass to and from the Power Station. Don't forget to place mines at the entrance to the Power Station as well, since an enemy speeding through the combat zone in an IFV can pose a particularly real threat to your land-based squad.



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Team Deathmatch

Like its counterpart, Team Deathmatch focuses its frantic combat to the confines of a small area of the map. This area is located within and immediately surrounding the Warehouse. While the area outside of the Warehouse is a likely place to catch stray soldiers in your sights as they run to and fro, the principal area of combat will be the west side of the Warehouse interior. With its multiple catwalks and server racks, it features plenty of opportunities to be concealed and get the jump on the enemy. Just be sure to keep an eye on the catwalks when making your way through the building's interior, as most hostiles will be using this vantage point as a sniper perch. Dropping a T-UGS motion sensor near one of the server racks will help to detect enemies as they pass through the building as well, so don't be stingy in deploying them. This server room has five possible entrances, with two of them being tight doorways on the north wall. These doorways, due to their placement, can be monitored from the catwalk and can be rigged with explosives to provide cover. One of the entrances is a large hangar door to the west, as well as a doorway to the east side of the Warehouse. The last of these is a doorway that accesses the catwalk from the east side of the building. This is the safest path to enter the server room from, as it is the least direct and gives you the advantage of surveying the room prior to entry.

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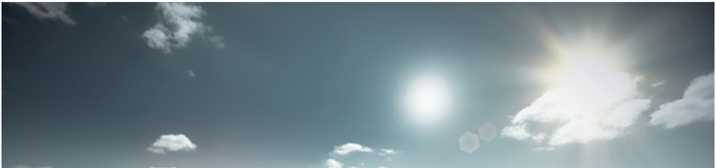
End Game Battlefields

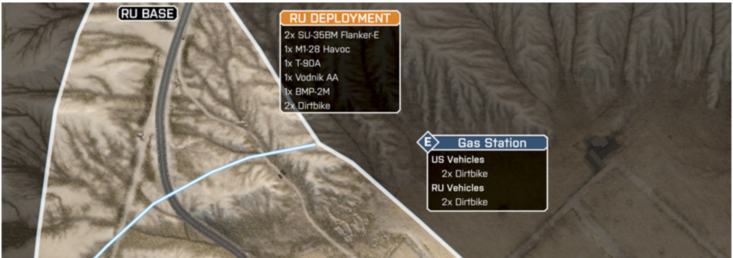
Nebandan Flats

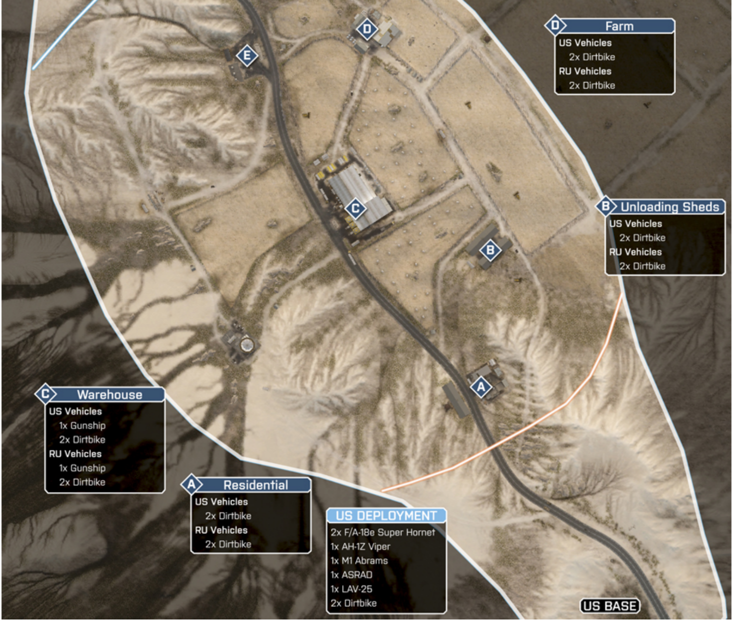


MAKING SURE IT'S OPERATIONAL

Ecological Fertilizer
VN

Conquest





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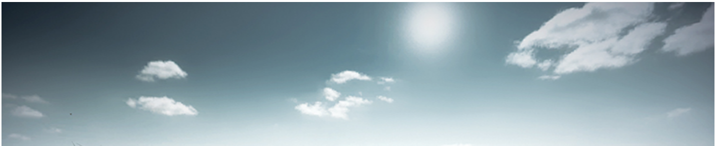
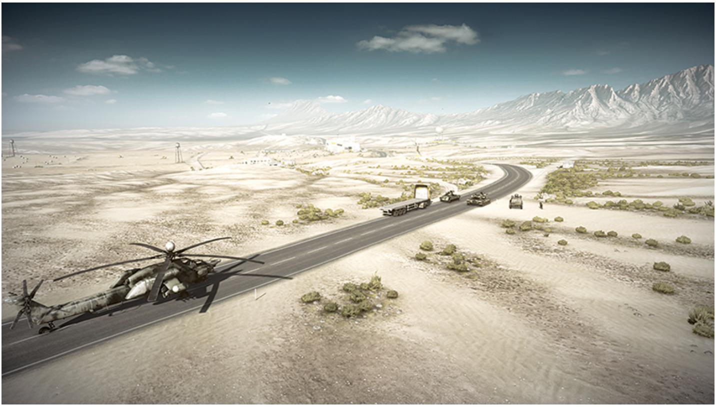
The Nebandan Flats are dusty windswept plains that have recently peaked the interest of a large agricultural firm. With methods of desert farming proving successful in other dry climates such as those present in Australia, Israel, and California's Imperial Valley, desert farming can be a lucrative investment for regions that lack exportable goods. Of course, this is only a cover story to conceal the much more lucrative business of the supply and storage of weapons within the warehouse located on the plot of land where the farming operation is taking place. Two opposing forces will engage each other on this desolate landscape—with the victor reaping the spoils. Five control points are contested during this game mode. The US team makes their approach from the southeast, and they will quickly have control of the Residential (A) control point and the Unloading Sheds (B) to the northeast. The RU team enters the fray from the northwest, and therefore the Gas Station (E) and the Farm (D) east of it will quickly be under the control of the RU team. At this point, the battle will turn to the Warehouse (C) which is central on the map. The flag is positioned inside of the Warehouse (C), and combination of the building's multitiered interior and the multitude of shipping containers stored within result in vicious close-quarters combat when engaging the enemy. Because the interior is as confined as it is, teams should focus on entering from multiple sides of the Warehouse (C) to overpower and flush out any hostiles that may be within.

US Base



Deploying from the southeast end of the map, the US team can quickly secure the Residential (A) control point and Unloading Sheds (B). From here, the team can advance to the Warehouse (C) and claim the point to gain control of the dropship. Since it is very likely that the RU team will be advancing to the Warehouse (C) at this time, a good strategy is to maintain a presence at the Unloading Sheds (B) to protect the area south, then proceed to and capture the Farm (D) instead of the Warehouse (C). Once the Farm (D) is captured, it is likely to splinter the RU team away from attacking the attractive Warehouse (C) control point. Once the RU team is further fragmented, the US team can advance from the Unloading Sheds (B) and capture the Warehouse (C), and now with the dropship under allied control, the aircraft can be used to bombard the enemy during their attempt to reclaim the Farm (D). Through most of the battle, the Gas Station (E) will likely be held by the RU team, but considering the relative distance from most other control points, this does not pose any immediate threat to the US team.

RU Base

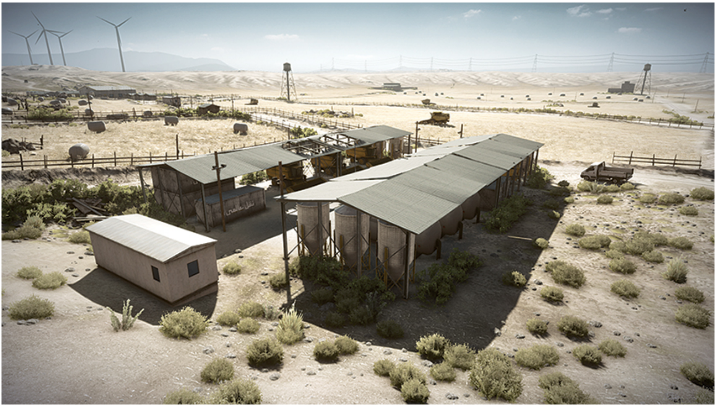


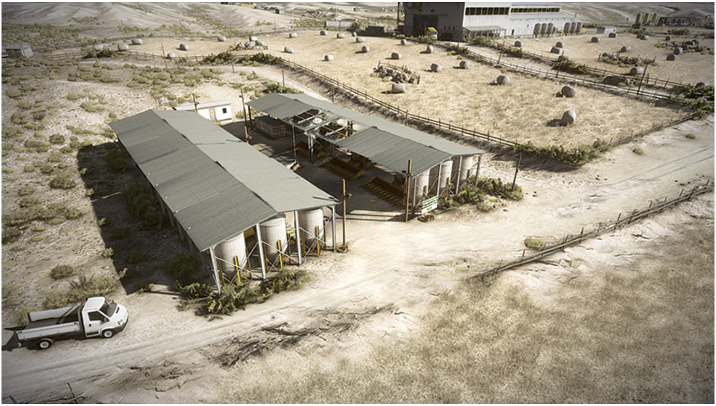
With their deployment being from the northwest, the RU team is set to quickly claim the control points at the Gas Station (E), with the Farm (D) to follow soon after. Both of these points are equal in distance to the next control point, the Warehouse (C). When capturing this point, one squad should proceed into the building via the large hangar door on the north side, while another squad climbs to the top of the building by way of the ladder on the building's east side. From the roof, the squad can observe the approach of any hostiles that may be coming from the south. Should the RU team as a whole attempt to capture the Unloading Sheds (B) or the Residential (A), expect US forces to attempt to capitalize on the move south to flank and gain control of the Warehouse (C). Helicopters and dirtbikes are the most useful vehicles for getting in close to these points without sacrificing position at the northern control points.

Residential

Because it is at the far south end of the map, this point will likely be under the control of the US team for most of the match. Most of the conflict will occur from the west of the point, as the road that runs through the length of the map is on this side. This point is of more value to the US team, though, as having the enemy control this point can cut off the supply of vehicles that deploy from their base. When guarding this point against attack, it is best to avoid the balcony overlooking the flag. Instead, opt to use the nearby window to spot approaching enemies and then rain down fire upon them. Another location to spot from is the covered area on the west side of the road, as the shipping containers provide ample cover should the squad be spotted.

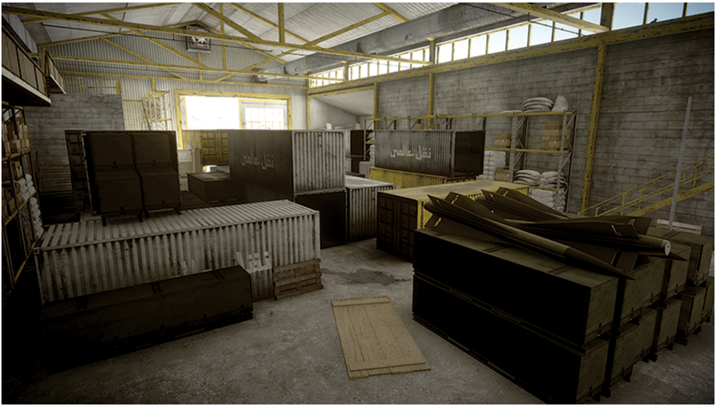
Unloading Sheds





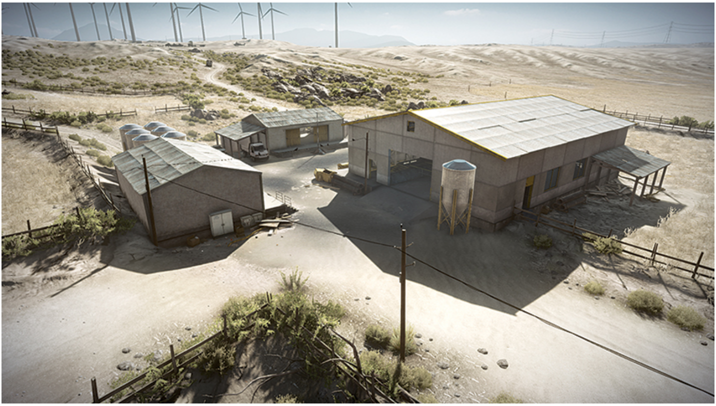
The Unloading Sheds (B) are a covered depot where the farm vehicles are parked when they are not in use. This point is located east of the Warehouse (C) and may seem open to attack, but the heavy machinery and shipping containers provide a good amount of cover, obscuring units that may be present there. Although this point is likely to be held by the US team, it is a wild card given the proximity of the base to the Warehouse (C), where most of the combat will be taking place. When attempting to capture this location, teams should be aware of the small office located at the west side of the area. This office can be accessed by shooting the door down. Larger vehicles should avoid entering the area between the covered vehicles, as a quick escape from a squad wielding explosives can be nearly impossible without suffering damage. On the other hand, dirtbikes are well suited to attacking this point, as they can enter quickly and escape if the need arises via the tight confines between the shipping containers.

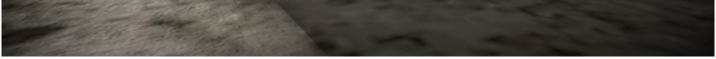
Warehouse



The most contested point in the battle, the Warehouse (C) is a large central structure surrounded by open fields. The flag itself is located inside the building, in a large room that houses shipping containers. Considering that the Warehouse is accessible via the two large hangar doors on the building's north and south sides, as well as by a small doorway near the ladder on the east side, the best place to be within the flag space is on the catwalks overlooking the shipping containers. These catwalks provide an opportunity to observe any hostiles that may be entering from the large hangar door to the north and the small doorway to the east. But hanging out in here too long could prove fatal, as routes of escape can be easily cut off. Another option to monitor activity inside of the Warehouse (C) is through the yellow windows on the roof. These windows can be observed by climbing the ladder on the building's east side, and they give a view of the interior. Another advantage of climbing onto the roof is that troops can ascend to the highest level of the roof by using a second and third ladder, which results in a bird's-eye view of all directions surrounding the Warehouse (C).

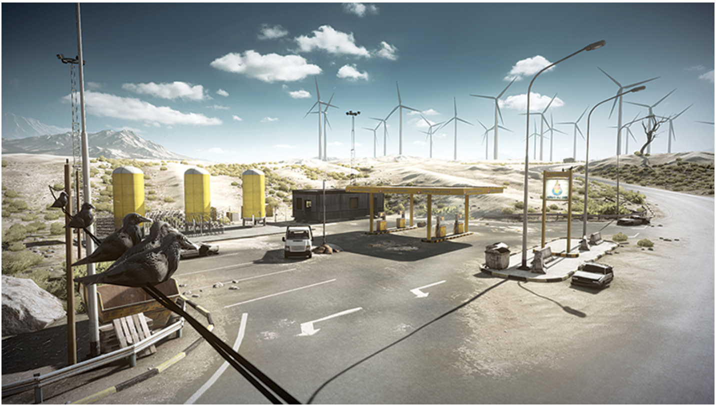
Farm

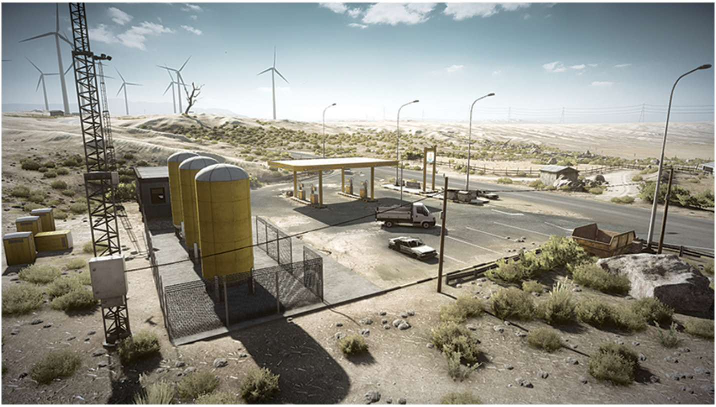




Located on the north side of the map and east of the Gas Station, the Farm (D) is a dilapidated stable flanked by two carports and a makeshift office building. The flag is between these buildings, so capturing it can be precarious. The stables allow for ambushing any enemy soldiers that are attempting to capture the flag, as there are entrances on each side of the building as well as windows on the north and south sides. Staying inside of the stables can be dangerous, though, as there is little cover from enemy fire aside from the cattle carcasses inside. Given the Farm's proximity to the RU team's deployment, they most likely will capture this point early on in the match. However, they are likely to move on due to its distance from other control points. This is the opportunity for the US team to advance and capture the point as their own. Note that the point is accessible from the north and the south by larger vehicles, but if there are mines in place, this can put these large and awkward vehicles in peril. Instead of rushing the point with these larger vehicles, teams should allow dirtbikes to enter the capture area, while providing heavy armored support from afar.

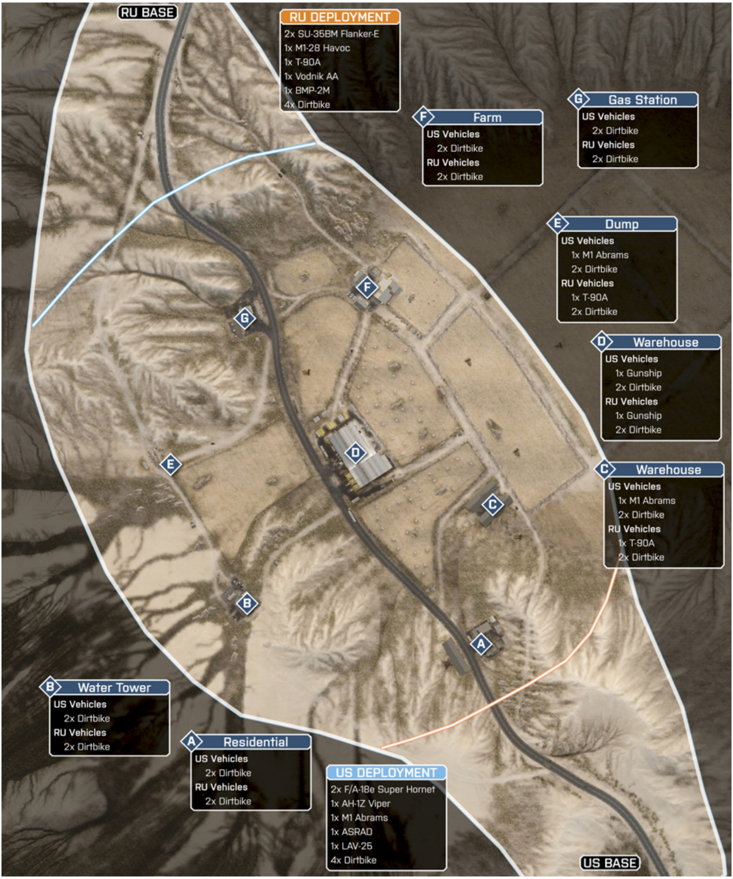
Gas Station





The Gas Station (E) is located to the northwest of the Warehouse (C) and because it is so close to the RU team's deployment, will be held by them early on. The flag is positioned near a white truck parked near the gas pumps. Although the team might hesitate when approaching because of possible occupants of the white office building on site, the real danger is that it is possible for enemies to be on the west side of the building and go prone to observe the gas pumps. Lying prone on the west side of the building is ideal for lying in wait until the enemy attempts to capture the control point, as you will see your enemy before they ever see you. The position of the Gas Station (E) on the map, centralized in the north, allows for a spawn point that can easily access southern control points such as the Warehouse (C), as it is set upon the road that cuts through the map. The road provides a quick escape route as well, should the need arise.

Conquest 64



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The Conquest 64 version of Nebandan Flats expands the map territory to include two additional control points to the west. These are the Water Tower (B) to the southwest and the Dump (E) to the northwest. The addition of these points shifts the balance to the favor of the RU team, as the north end of the map has the Dump (E), Farm (F), and Gas Station (G) in close proximity to one another, which provides a quick deployment to the Warehouse (D) from these spawn points. That's not to say that the US team was left without a bonus though, as the Water Tower (B), which is west of Warehouse (D), provides a lookout point over the Gas Station (G), the Dump (E), Warehouse (D), Unloading Sheds (C), and Residential (A), should a recon class soldier be airdropped onto the balcony surrounding the Water Tower (B). Given the increased size of this map, be sure to make use of the dirtbikes, as well as other vehicles when traversing the arid landscape to quickly get the jump on control points before the enemy has a chance to do so.

US Base

Deploying from the southeast end of the map, the US team is able to quickly secure the Residential (A) control point and Unloading Sheds (C). From here, the team can advance to the Warehouse (D) and claim the point to gain control of the dropship. Since it is very likely that the RU team will be advancing to the Warehouse (D) at this time, a good strategy is to maintain a presence at the Water Tower (B) to protect the area south, then proceed to and capture the Farm (F) instead of the Warehouse (C). Once the Farm (F) is captured, it is likely to splinter the RU team away from attacking the attractive Warehouse (D) control point. Once the RU team is further fragmented, the US team can advance from the Unloading Sheds (C) and capture the Warehouse (D), and now with the dropship under allied control, the aircraft can be used to bombard the enemy during their attempt to reclaim the Farm (F). Through most of the battle, the Gas Station (G) and the Dump (E) will likely be held by the RU team, but considering the relative distance from most other control points, this does not pose any immediate threat to the US team.

RU Base

With their deployment being from the northwest, the RU team is set to quickly claim the control points at the Gas Station (G) and the Farm (F), with the Dump (E) to follow soon after. Both the Gas Station (G) and the Farm (F) are nearly equal in distance to the next control point, the Warehouse (C). When capturing this point, one squad should proceed into the building via the large hangar door on the north side, while another squad should climb to the top of the building by way of the ladder on the building's east side. From the roof, the squad can observe the approach of any hostiles that may be coming from the south. When attempting to acquire the Water Tower (B), Unloading Sheds (C), or the Residential (A), the team should expect US forces to attempt to gain control of the Warehouse (D). Helicopters and dirtbikes are the most useful vehicles for getting in close to these points without sacrificing position at the northern control points.

Residential

Because it is at the far south end of the map, this point will likely be under the control of the US team for most of the match. Most of the conflict will occur from the west of the point, as the road that runs through the length of the map is on this side. This point is of more value to the US team, though, as having the enemy control this point can cut off the supply of vehicles that deploy from their base. When guarding this point against attack, it is best to avoid the balcony overlooking the flag. Instead, opt to use the nearby window to spot approaching enemies and then rain down fire upon them. Another location to spot from is the covered area on the west side of the road, as the shipping containers provide ample cover should the squad be spotted.

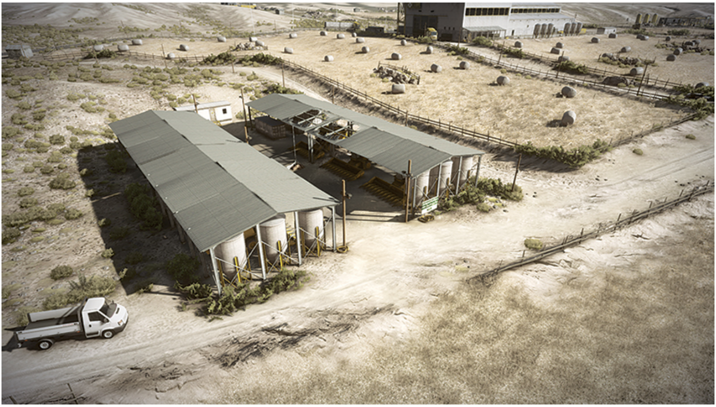
Water Tower

The Water Tower (B) is located west of the Warehouse (D). This tall structure can be seen from most parts of the map west of the Warehouse (D). One strategic advantage to holding this point is gained by airdropping a recon soldier onto the balcony that wraps around the tower. From this vantage point, the soldier can monitor the Gas Station (G), the Dump (E), Warehouse (D), Unloading Sheds (C), and Residential (A). This can provide an early warning of troop movements around the map and assist in getting the jump on the enemy. The immediate area surrounding the Water Tower (B) is full of cover and prone to units camping in this location. When attempting to capture this unimposing control point from the enemy, be sure to approach indirectly in case enemy soldiers are present.

Unloading Sheds

Ecological Fertilizer

Ecological Fertilizer



The Unloading Sheds (C) are a covered depot where the farm vehicles are parked when they are not in use. This point is located east of the Warehouse (D) and may seem open to attack, but the heavy machinery and shipping containers provide a good amount of cover, obscuring units that may be present there. Although this point is likely to be held by the US team, it is a wild card given the proximity of the base to the Warehouse (D), where most of the combat will be taking place. When attempting to capture this location, teams should be aware of the small office located at the west side of the area. This office can be accessed by shooting the door down. Larger vehicles should avoid entering the area between the covered vehicles, as a quick escape from a squad wielding explosives can be nearly impossible without suffering damage. On the other hand, dirtbikes are well suited to attacking this point, as they can enter quickly and escape if the need arises via the tight confines between the shipping containers.

Warehouse

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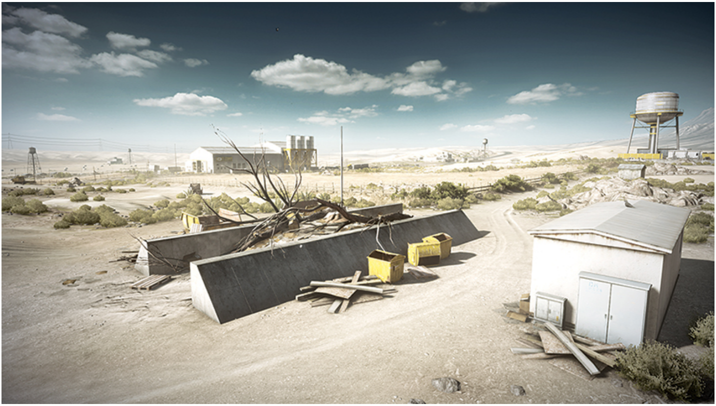
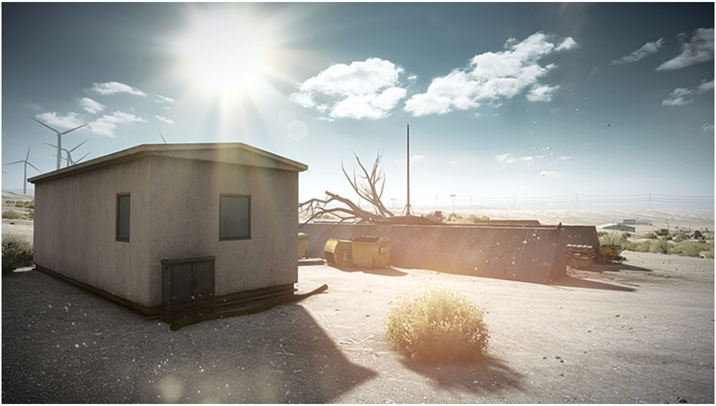
The most contested point in the battle, the Warehouse (D) is a large central structure surrounded by open fields. The flag itself is located inside of the building, in a large room that houses shipping containers. Considering that the Warehouse is accessible via the two large hangar doors located on the building's north and south sides, as well as by a small doorway near the ladder on the east side, the best place to be within the flag space is on the catwalks overlooking the shipping containers. These catwalks provide an opportunity to observe any hostiles that may be entering from the large hangar door to the north and the small doorway to the east. But hanging out in here too long could prove fatal, as routes of escape can be easily cut off. Another option to monitor activity inside the Warehouse (D) is through the yellow windows that are on the roof. These windows can be accessed by climbing the ladder on the building's east side of the building, and they giving a view of the interior of the Warehouse (D). Another advantage of climbing onto the roof is that troops can ascend to the highest level of the roof by using a second and third ladder, which results in a bird's-eye view of all directions surrounding the Warehouse (D).

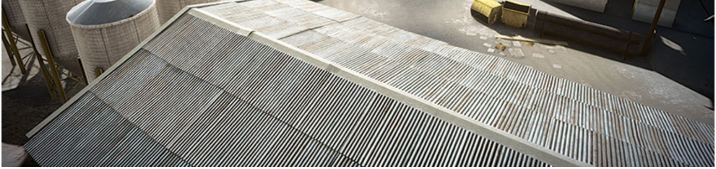
Dump





An exposed and seemingly uninteresting patch of land in the northwest corner of the map, the Dump (E) will most likely be held by the RU team early on due to its position due west of the Gas Station (G). Although barren and serving no immediate strategic purpose, this point does spawn a tank for the team that captures it. This tank can be useful to deploy to assault the Warehouse (D) as well as the Water Tower (B), which is immediately south of the Dump (E). This is a point best captured by dirtbike or helicopter, as these vehicles provide the means for a quick escape from the area should enemy forces overpower the squad attempting capture. Aside from the white office, this point has little to no cover if a firefight breaks out here.

Farm



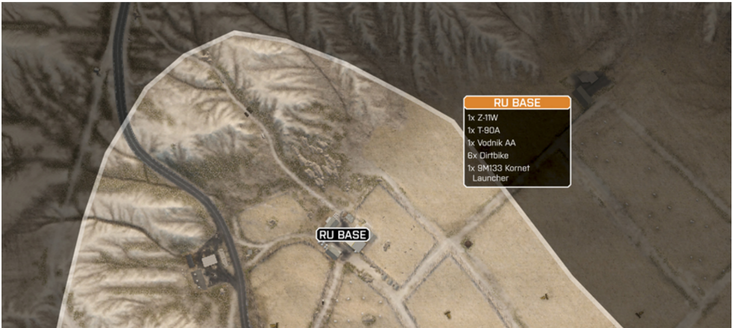
Located on the north side of the map and east of the Gas Station, the Farm (F) is a dilapidated stable flanked by two carports and a makeshift office building. The flag is centralized between these buildings, so capturing it can be precarious. The stables allow for ambushing any enemy soldiers that are attempting to capture the flag, as there are entrances on each side of the building as well as windows on the north and south sides. Staying inside of the stables can be dangerous, though, as there is little cover from enemy fire aside from the cattle carcasses inside. Given the Farm's proximity to the RU team's deployment, they most likely will capture this point early on in the match. However, they are likely to move on due to its distance from other control points. This is the opportunity for the US team to advance and capture the point as their own. Note that the point is accessible from the north and the south by larger vehicles, but if there are mines in place, this can put this large and awkward vehicles in peril. Instead of rushing the point with these larger vehicles, teams should allow dirtbikes to enter the capture area, while providing heavy armored support from afar.

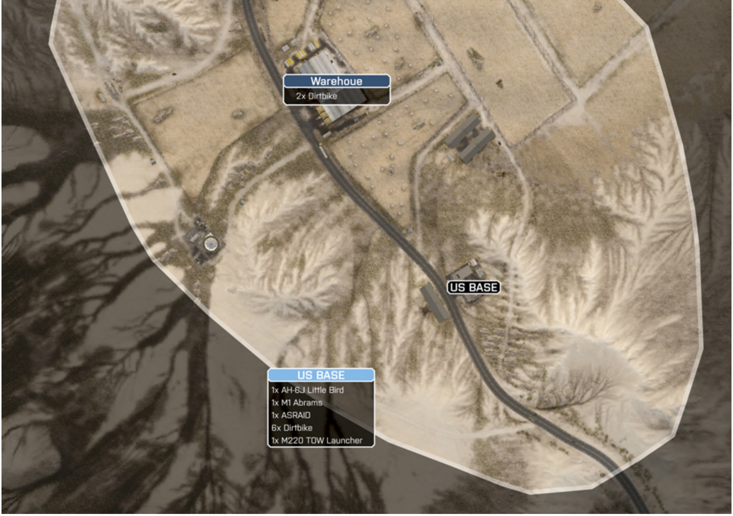
Gas Station

JAEGER OIL CORP.

The Gas Station (G) is located to the northwest of the Warehouse (D) and because it is so close to the RU team's deployment, it will be held by them early on. The flag is positioned near a white truck parked near the gas pumps. Although the team might hesitate when approaching because of possible occupants of the white office building on site, the real danger is that it is possible to be on the west side of the building and go prone to observe the gas pumps. Of course, this makes for a good trap using C4 strapped to the gas pumps, which can be triggered once enemies or their vehicles arrive to capture the point. Detonating the gas pumps or the large white propane tanks results in a massive explosion and should be taken into consideration. The position of the Gas Station (G) on the map, centralized in the north, allows for a spawn point that can easily access southern control points such as the Warehouse (D), as it is set upon the road that cuts through the map. This road provides a quick escape route as well should the need arise.

Capture the Flag





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During Capture the Flag, the map boundaries of Nebandan Flats are slightly wider than in the Conquest modes. Although the map is wider than its Conquest counterpart, the flags are positioned nearly directly north and south of one another. The US flag is located within the Residential area and the team deploys slightly south along the road. On the opposite side of the map, the RU flag is located at the Farm; the RU team deploys to the north along the main road. Both teams have an assortment of vehicles, with quite a few dirtbikes. In addition to these vehicles, the teams can also acquire two extra dirtbikes located on the north side of the Warehouse, which is in the center of the map.

US Base

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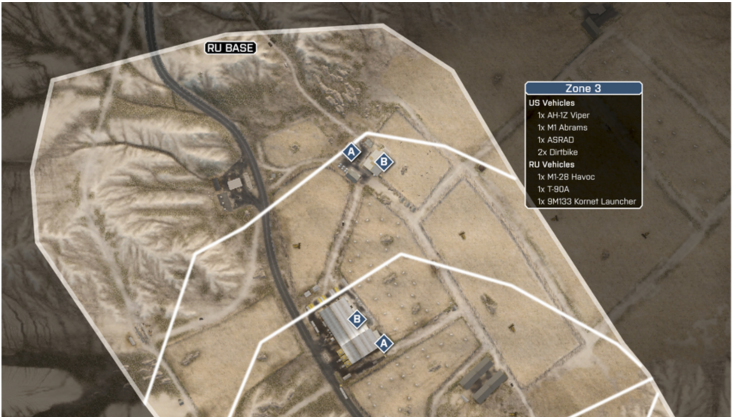
Positioned at the Residential area, the US Flag is located in the center of the buildings. While the flag may appear to be vulnerable only from the west side of the complex via the road that runs through the map, be aware that the wooden fence surrounding the complex can easily be breached by vehicles. When guarding the flag, make use of the M220 TOW Launcher on the west side of the complex to guard the road from vehicles. The real concern should be breaches of the fence line on the complex's north and east sides. Utilize the ASRAD to defend against attacks from these directions. One advantage to placing the ASRAD at the northeast corner outside of the complex is that it can also be used to defend against the RU team's helicopter, which can be expected to be used to transport an enemy flag carrier. Setting mines near possible points of entry near the fence line can prevent vehicles from approaching the flag after smashing through the fence.

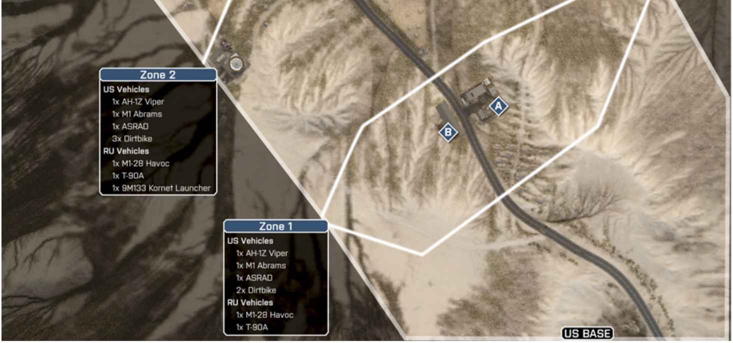
RU Base

Located at the Farm, the RU Flag is susceptible to attack from multiple angles. When defending the flag, make use of the 9M133 Kornet Launcher to stave off vehicles approaching from the south. Watch for dirtbikes that attempt to capture the flag from the east, as the open path between the stable and the nearby carport allow for a quick capture and run. The Vodnik AA is a great option for defending the flag, as its weapon is more versatile than the T-90A's weaponry and more maneuverable as well. Keeping the Vodnik AA positioned on the north side of the complex near the silos allows the vehicle to fire on any target that enters the flag area. The T-90A should stay within the proximity of the Farm area, patrolling the fields south of the Farm, adjacent to the Warehouse. Placement of mines around the flag is useful in defending against dirtbikes, as their speed means they are unable to notice mines before it's too late.

Rush

The Rush battle for Nebandan Flats is a fast-paced and fierce one. Beginning at the Residential area and pushing back through the Warehouse until eventually concluding at the Farm, the battle ranges over a sprawling landscape. This arid land offers little cover for attackers as they approach the M-COM Stations, which makes the combat a battle for inches every step of the way. Throughout the course of the battle, each team will have access to one attack helicopter, and for the team with an experienced pilot, this can be used to turn the tide of battle. The attackers will have the advantage in this battle, due to each zone offering an ASRAD, which can be used to eliminate the defender's attack helicopter. The defenders are not without some heavy firepower of their own, however, as each zone affords them the deployment of a T-90A. In the hands of a skilled tank operator, it can make quick work of the attackers' helicopter presence. Due to the long sight lines offered by this map, defenders that have skilled recon soldiers will find them essential in pushing back attackers as they approach.





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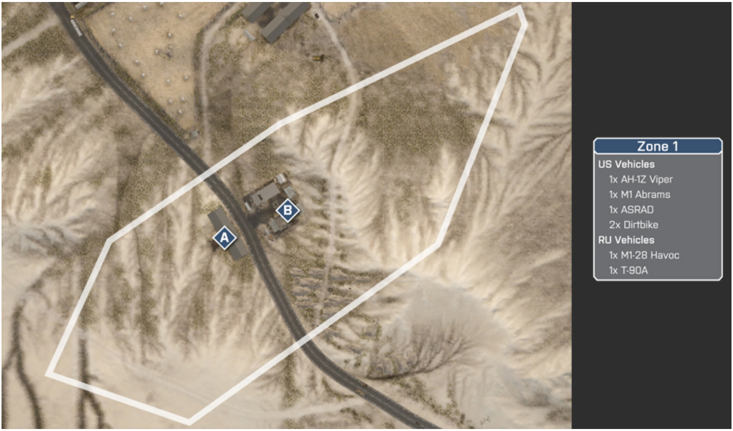
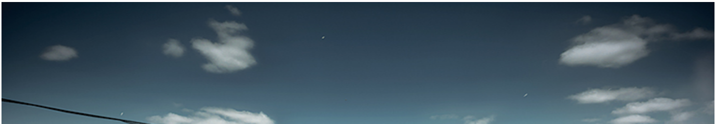
Zone 1: Residential



US Deployment

Deploying from the south, the US team has a significant advantage due to the vehicles afforded them. Attackers should keep in mind that the map's long sight lines result in a not-so-stealthy approach to the objectives. With this in mind, sending the AH-1Z Viper ahead to scout ahead and clear the objectives of camping defenders is an efficient tactic to use during the approach. Another essential vehicle is the ASRAD, which can keep the sky clear and provide safety for the AH-1Z Viper as it focuses its firepower on land enemies. The M1 Abrams should be used to primarily counter the defenders' T-90A throughout the battle, as well as eliminate the fence line surrounding M-COM Station A, thus allowing dirtbikes to attack from multiple angles.

RU Deployment

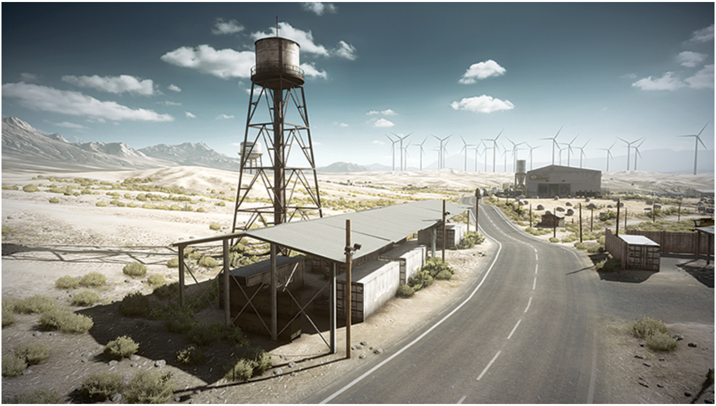


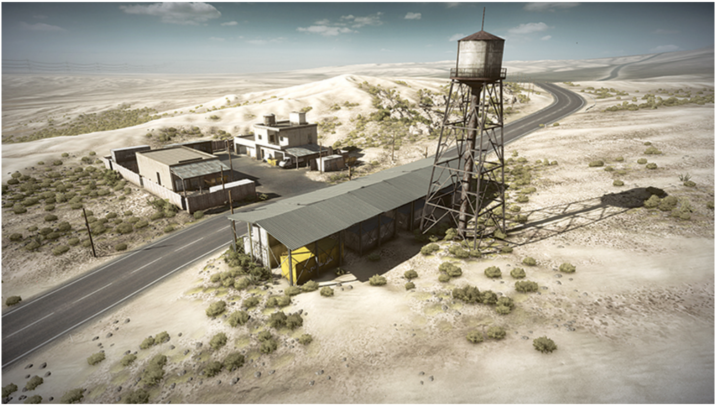
Deploying north of the Residential area, the defenders will find themselves at a disadvantage. Due to a small number of vehicles they get, making use of mines around the Residential area will be useful in pushing back attackers that quickly flood the area surrounding the objectives. Making use of engineers will help even the playing field by keeping the attackers' heavy vehicles at bay. The T-90A should focus on patrolling the Residential area and attempt to destroy the attackers' ASRAD and AH-1Z Viper, two vehicles that pose the greatest threat in defense of the objectives. Although the T-90A deploys from the Unloading Sheds area, the vehicle should proceed south, past the Residential area to flank the attackers' tank and ASRAD as that team approaches the Residential area, keeping its distance to avoid the attention of the attackers' helicopter that is circling the objective overhead.

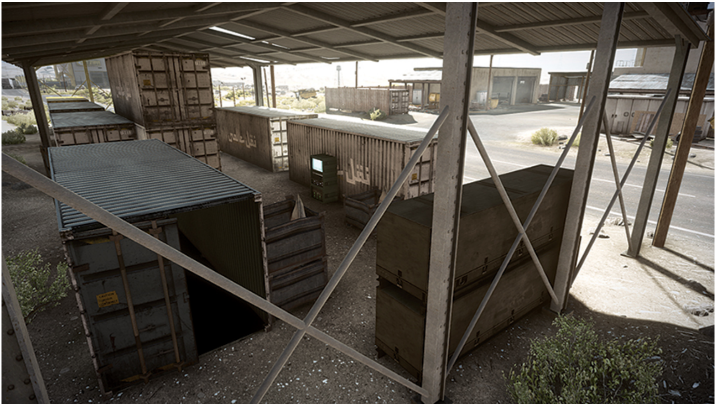
M-COM Station A

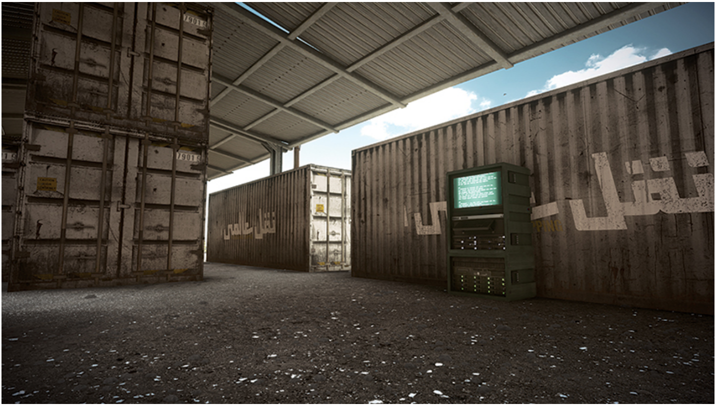
Located within the south building of the Residential area, this M-COM Station is less vulnerable to attack than its M-COM Station B counterpart. Defenders should not take the inside placement of this objective lightly, though, as the room that houses the objective is accessible by four separate doorways. The most dangerous of these is the doorway on the south side of the building, as this can be accessed once the fence line is breached and can allow for streams of attackers to flood in and overwhelm defenders. Attackers should have the AH-1Z Viper circling the objective to monitor defender positions and engage the enemy as they approach the objective, as well as eliminate campers in the garage on the north side of the Residential area.

M-COM Station B



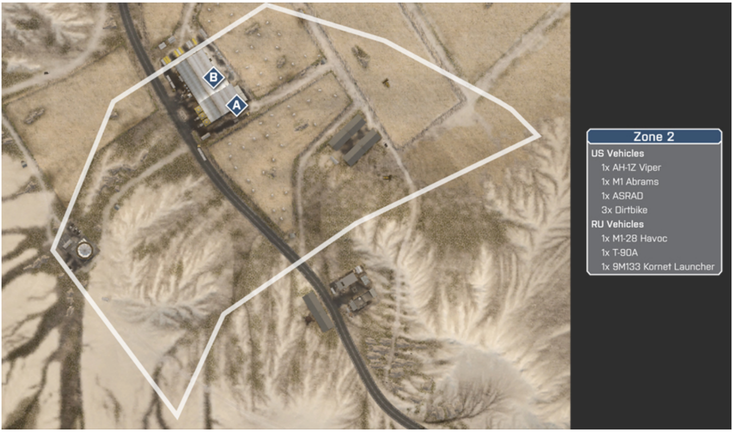






M-COM Station B is between shipping containers that are housed within a covered storage area west of the Residential. Although more exposed than M-COM Station A, attackers will still face heavy resistance from defenders that have taken root among the shipping containers, which results in close-quarters combat when attackers attempt to plant a charge. Defenders will benefit from maintaining their distance west of M-COM Station B, as attackers can be fired upon while they attempt to plant the charge. Attackers that attempt to approach the area on anything other than a dirtbike will find that doing so leaves their vehicles open to attack by the MI-28 Havoc that is patrolling the skies above. Teams should make use of a T-UGS motion sensor when around the shipping containers to prevent the likelihood of being the victim of a surprise assault while attempting to maintain control of the objective area.

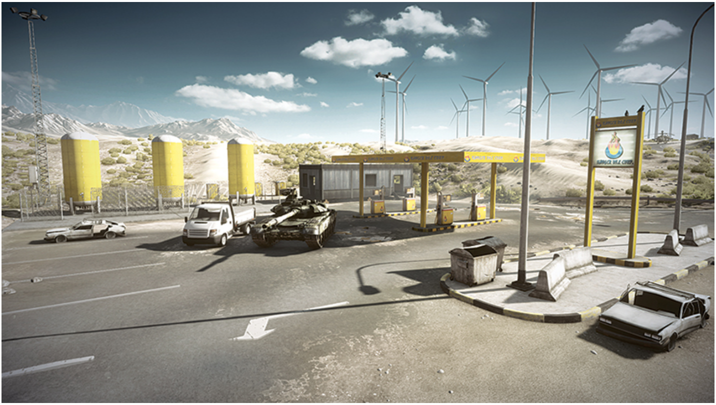
Zone 2: Warehouse

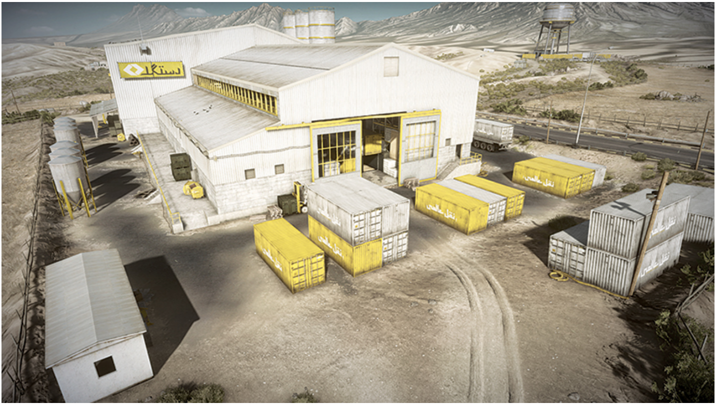


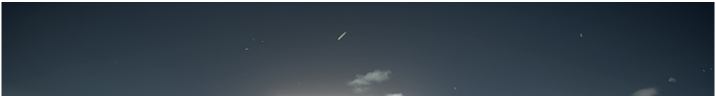
US Deployment

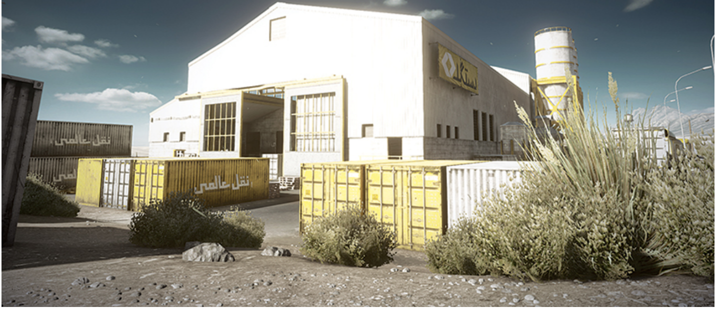
Deploying from the Residential area, the US team has the ability to capitalize on the deployment position of the RU team here. Since most defenders will move through the Warehouse and camp within the room housing M-COM Station B early on, this leaves the large hangar where M-COM Station A is found exposed to assault. Another advantage to attacking M-COM Station A is that the large hangar space allows for the M1 Abrams to approach the hangar doors and fire into the room and eliminate any defenders that may be taking position among the defunct AA turrets housed within. The AH-1Z Viper, on the other hand, should monitor the west side of the Warehouse and its rooftop for defenders attempting to fire upon attackers that are making their approach.

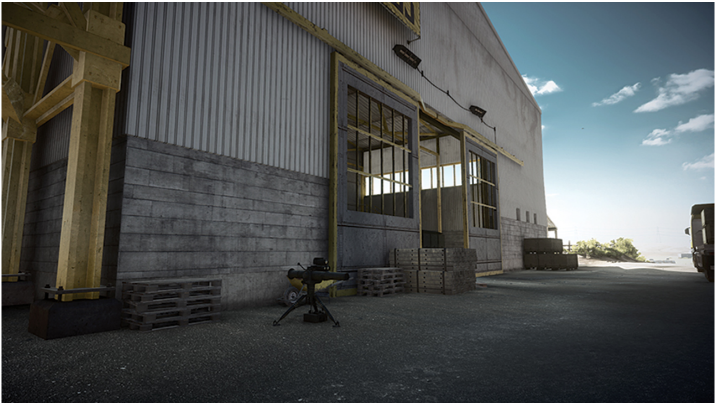
RU Deployment





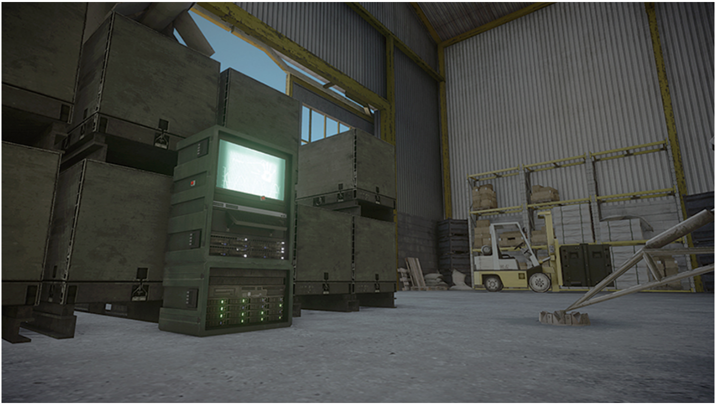






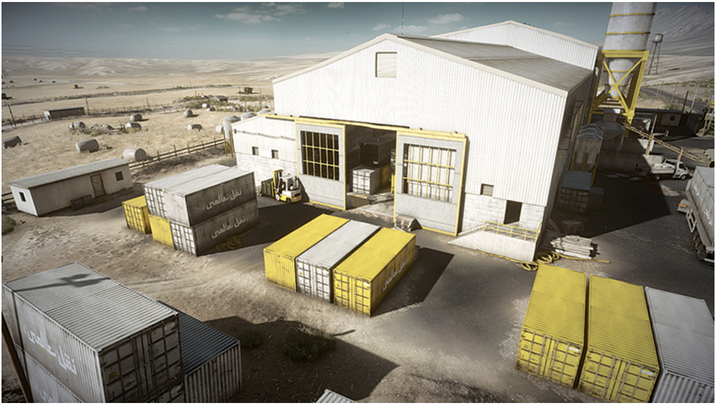
Deploying on the north side of the Warehouse, defending squads should work to secure both the hangar that houses M-COM Station A and the rooftop of the Warehouse (accessible via the ladder on the Warehouse building's east side) early on. Once in position atop the Warehouse's roof, engineers can target attackers' vehicles with a Javelin or RPG as they approach from the south. While this defense is taking place, the squad that has taken position within the Warehouse should be laying claymores throughout the interior —in particular, the catwalks of both rooms should be booby-trapped to prevent attackers from exploiting the elevated position in their attempt to destroy the objectives.

M-COM Station A



Positioned against crates of missiles, M-COM Station A requires attackers to enter the large hangar located on the south side of the Warehouse. This leaves attackers vulnerable to being overwhelmed by the defenders that are camping on the catwalk overlooking the objective. Attackers should make use of the M1 Abrams or the ASRAD to bombard the catwalk within and eliminate or suppress defenders while their squad mates flood the room and plant the charge. Defenders are not left without a means to defend this objective, though, as the 9M133 Kornet Launcher immediately outside of the hangar doors can be used to hold back the attackers' heavy vehicles. But dirtbikes will pose a threat to the Kornet's operator, as their speed makes for a difficult target. When defending the objective, placing claymores near the objective will help to eliminate large numbers of attackers with relative ease.

M-COM Station B



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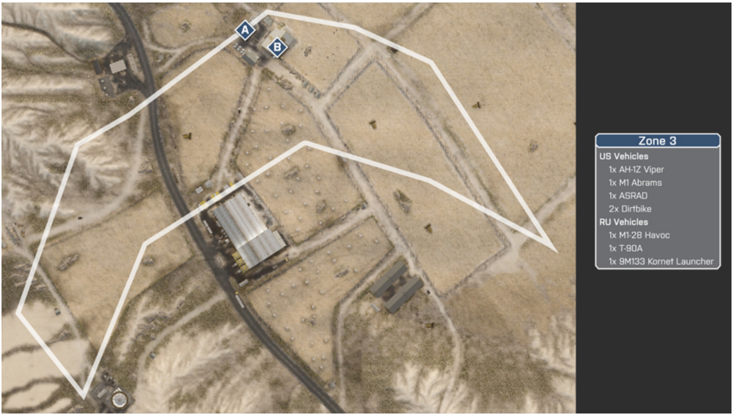
M-COM Station B is positioned within the Warehouse in its north side room, which houses a significant number of shipping containers. The fight that ensues around this objective will be an intense close-quarters battle. Although the space can be accessed by dirtbikes, bringing one of these vehicles inside this space is only a novelty; the tight quarters will prevent a dirtbike from continuing at high speeds. Defenders will find the catwalk surrounding the area useful in maintaining control of the objective, but they should place claymores near the entrances to the rooms to prevent being flanked here. Attackers looking to gain the advantage should make use of shotguns, PDWs, and grenades to overpower the defenders that have taken hold here. Although M-COM Station B is accessible via the doorway on the east side of the Warehouse, attackers approaching from this side should climb the ladder and make use of the windows to eliminate threats by using grenades or the M320 GL before their squads enter the room.

Zone 3: Farm



US Deployment

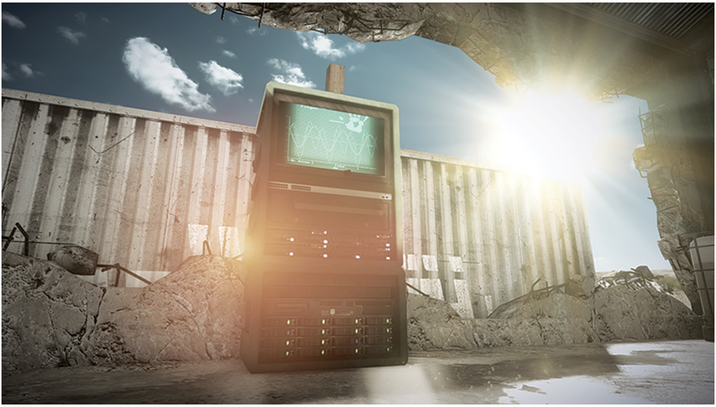
Ecological Fertilizer

This last stage of the battle sees the US team deploying from the Warehouse. With the objectives located northeast of the Warehouse at the Farm, the US team should allow the charge to be led by the AH-1Z Viper and M1 Abrams, which can assault the Farm and push back defenders within the area. While this assault is taking place, the ASRAD and dirtbikes should be attempting their assault from the east of the Farm, splitting up to attack both the stables and north side of the farm where M-COM Station A is found. When approaching the Farm, the M1 Abrams should be aware of the 9M133 Kornet Launcher on the south side of the stables and fire upon it from afar to ensure that any operator present is dealt with before getting within range.

RU Deployment

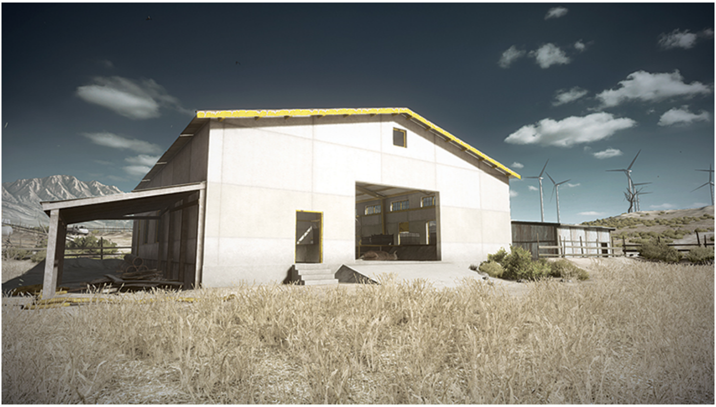
Deploying northeast of the Farm, the RU team should work on placing claymores near M-COM Station A quickly, as their T-90A makes its approach from the Gas Station to the west to defend the objectives. While the T-90A makes its approach, the MI-28 Havoc should take to the air and suppress the advance of attackers that are trying to plant the charge within the stables. Defenders should place a T-UGS motion sensor within the stables, as monitoring the approach of attackers can be difficult here. The T-90A should avoid being within the Farm lot itself, as movement within this tight space makes it vulnerable to attack from the US team's AH-1Z Viper and C4-toting support soldiers. Instead, the T-90A should patrol the perimeter of the Farm and bombard enemies with cannon fire as they attempt to take cover among the carport and vehicles present.

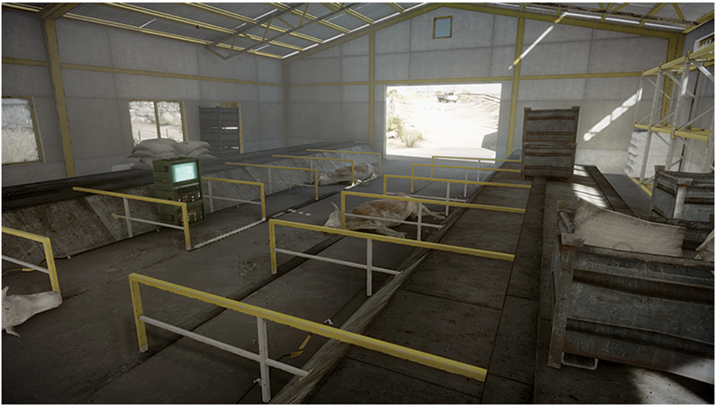
M-COM Station A



Concealed within a building on the north side of the Farm, M-COM Station A is not very exposed to attack. Defenders would benefit from the placement of claymores within the building, capitalizing on the confined space to eliminate a high number of attackers with a single explosion. Attackers will find that dirtbikes are the best vehicles for approaching the building that houses the objective, as their high speed allows for squad mates to be dropped off before escaping the area, drawing the fire of nearby defenders. When attacking, making use of the AH-1Z Viper to patrol the area and prevent defenders from disarming the charge is critical to maintaining control of the objective. Monitoring the east side of the stables is critical in controlling the flow of attackers into this area. Deploying a MAV will help to maintain an overview of the chaotic combat this area tends to invite.

M-COM Station B

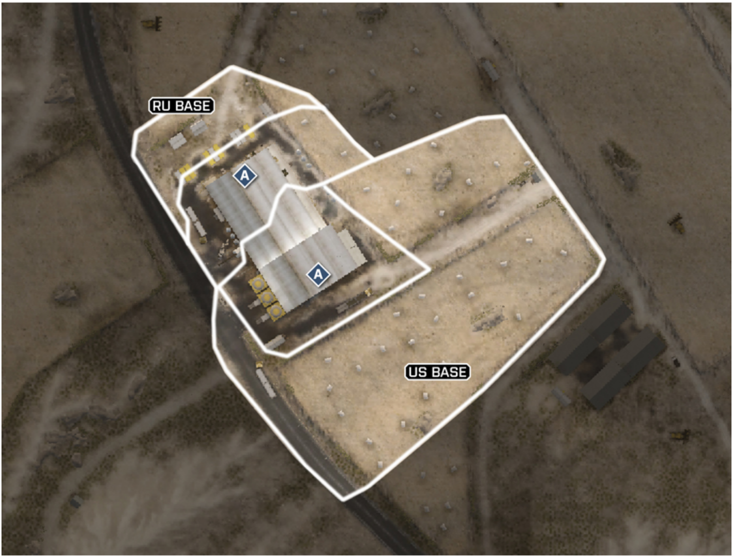




Placed among cattle carcasses within the stables, M-COM Station B is particularly prone to attack. With both the west and east sides of the stables wide open, as well as little cover within the structure, this space will be prone to close-quarters battles. Attackers will have to clear the interior of defenders and, through the use of the M1 Abrams and ASRAD on each side of the stables, prevent defenders from reentering the space, thereby allowing squad mates to descend upon the objective. Defenders should defend the interior of the stables with claymores, while their MI-28 Havoc circles the Farm area, firing upon vehicles that enter the vicinity. Planting a T-UGS motion sensor early on will help monitor traffic within the stables as well, preventing defenders from being overwhelmed by attackers flooding through both entrances.

Squad Rush

Focusing combat around the Warehouse, defenders will find the advantage during this small-scale Rush battle. With the objective of both zones being located within the Warehouse, attackers will be faced with close-quarters combat that can quickly bleed tickets. Attackers are not left without options though, as the Warehouse is susceptible to multiple points of entry. Both teams should make use of T-UGS motion sensors and MAVs to monitor the movement of their enemy, as this is critical to avoid being flanked throughout the battle. Within the Warehouse, teams should be aware of the catwalks that overlook the interior, directing squad mates into place and defending these elevated positions with claymores.



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Zone 1

With the M-COM Station being located within the hangar on the south side of the Warehouse, attackers will have the option to enter from either the large hangar doors or by way of the door on the east side of the Warehouse, which will enable them to flank defenders that have taken hold inside the building. Defenders will find that the catwalk above the objective provides them with an opportunity to suppress attackers entering the building, but they would be wise to booby-trap the stairs that access these perches or else risk being stabbed in the back. For attackers, deploying a MAV into the hangar is a helpful tactic when flushing out entrenched defenders within this small space.

Zone 2

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The M-COM Station is positioned among the shipping containers on the Warehouse's north side. Both teams will find shotguns and grenades useful here. Attackers entering the area should not only pay attention to the catwalks above, but also keep an eye out for defenders that are positioned atop the shipping containers. Both teams can benefit from placing T-UGS motion sensors here to keep an eye on enemy positions. Another tactic that can benefit both teams is the placement of claymores in and around the shipping containers, thereby preventing hostile soldiers from sneaking up from behind. While grenades are efficient weapons for the tight confines of this area, care should be taken when throwing them, so as not to kill nearby friendlies.

Air Superiority

Taking place in the skies over the windmill farm of Nebandan Flats, Air Superiority combat pits two teams of fighter pilots against each other for control of three objectives in the form of white airships. Pilots should modify their loadout to make use of air radar and the fire extinguisher. The latter is essential to repair their aircraft, given the inability to land and make repairs during this game mode. The battle to control the skies of Nebandan Flats is as fierce as any, but one advantage to pilots here is the landscape. Many times during the battle, pilots may find themselves with a bogey on their six that they are unable to shake. Skilled pilots can fly low between the windmills here and either shake the tailing aircraft or even cause it to crash into the windmills. Aside from maintaining possession of control points, teams will also want to prevent deaths, as each redeployment strips their team of one ticket.

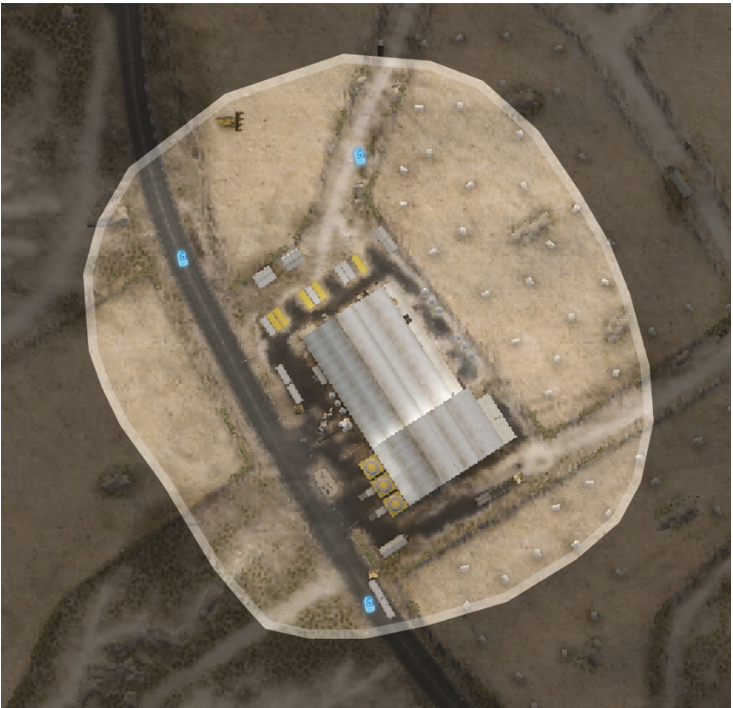
Jet Unlock Progression

Image	Name	Loadout Slot	Points	Description
	IR Flares	Gadget	300	Infrared flare launchers that when launched will distract incoming missiles and cause them to miss their locked target.
	Heat Seekers	Weapon	700	Heat-seeking missiles launched by the pilot that lock on to and track enemy aircraft.
	Stealth	Upgrade	1500	Engine tuning and fuselage coating materials disguise your vehicle's infrared signature, thereby increasing enemy locking and tracking difficulty and decreasing the time you are revealed to the enemy when spotted.
	Belt Speed	Upgrade	2700	An enhanced mechanism that decreases the minimum time between firing bursts with your main weapon.
	Proximity Scan	Upgrade	4200	External sensors detect and reveal enemy units on your minimap.
	Rocket Pods	Weapon	6200	A set of unguided FFAR Rocket Pods mounted under the wings.
	Air Radar	Upgrade	8600	The range of your minimap increases greatly and reveals all friendly and enemy aircraft.
	Extinguisher	Gadget	11600	A controlled air pressure release in the engine compartment will extinguish engine fires when activated, helping a disabled aircraft return to normal operation and recover from damage.
	Below Radar	Upgrade	15000	When flying at low altitudes, your heat signature is decreased, hiding you from enemy radar and preventing enemy air-to-air missile systems from locking on to you.
	Maintenance	Upgrade	19000	Preventative maintenance procedures improve your vehicles recovery from damage.

	Guided Missile	Weapon	24000	Laser-guided missiles launched by the pilot which lock on to and track enemy land vehicles and can acquire laser-designated targets even if they are out of line of sight.
	Beam Scanning	Upgrade	29000	A computer upgrade for advanced weapon systems that helps you lock on to enemy targets faster when using heat-seeking or laser-guided missiles.
	ECM Jammer	Gadget	35000	Electronic countermeasures including chaff launchers and deceptive transmitters prevent your aircraft from being locked on to by enemy weapon systems for a short time when activated.

Squad Deathmatch

In this mode, the conflict is centered on the Warehouse and the surrounding fields. Although the randomly spawning IFV is present on this map, many of its battles will take place within the Warehouse itself. The confines of the north side of the Warehouse are the home of frantic squad-based combat. Crafty squads will make use of the windows on the building's east side to eliminate enemy squads through the use of grenades and the M320 GL. Given the nature of the combat among the shipping containers on the building's north side, squads looking to avoid direct combat should run through this area, deploying claymores as they proceed through the building. When engaging enemies within the fields, squads should make use of the large hay bales scattered throughout the fields for cover—just don't rely on these to defend against the heavy-weight IFV and its turret. Deploying a MAV can inform a squad of the enemies' positions, and more importantly, the position of the IFV should it not be in your squad's possession. Without many sight lines, recon soldiers are best equipped with shotguns or PDWs, as well as support items like the T-UGS motion sensors and MAVs.



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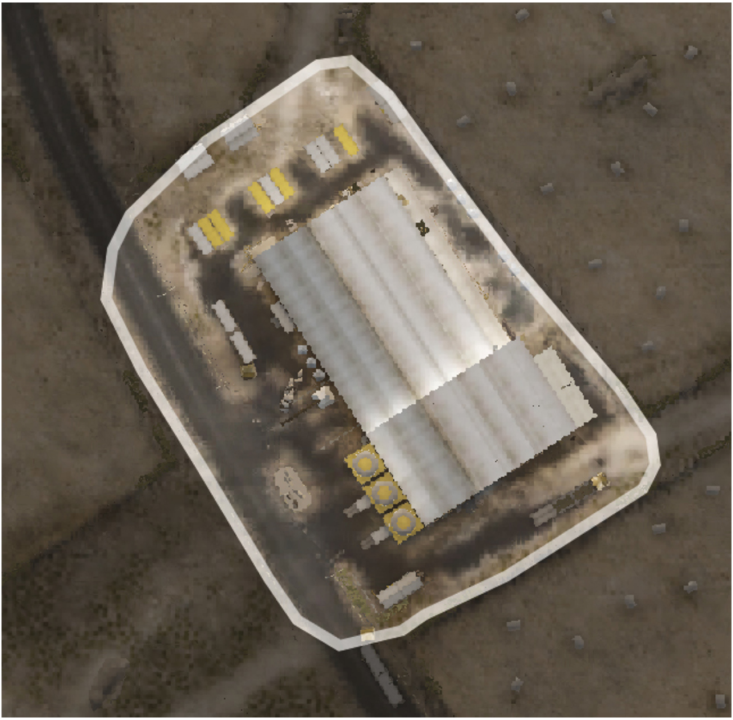
Team Deathmatch

Like its Squad Deathmatch counterpart, Team Deathmatch is restricted to the Warehouse. This time, the field is out of bounds to the teams, and so the combat is almost exclusively indoors. This makes for a fast and frantic match, with both teams constantly engaging each other within the tight confines of the Warehouse's interior. Coordinated teams stand a much better chance at dominating this battle. With most of the combat occurring around the shipping containers of the building's north side, teams should equip a squad to take advantage of the windows on the building's east side, which can toss in grenades while another squad draws hostiles through to the south side, placing claymores and C4 in their wake. More experienced teams will avoid the shipping containers, as the possibility of claymores being present in these tight quarters is likely and these can quickly wipe out entire squads. Instead, these teams will take to the catwalks and maintain these elevated positions throughout the match.



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End Game Battlefields

Kiasar Railroad

CRIMP
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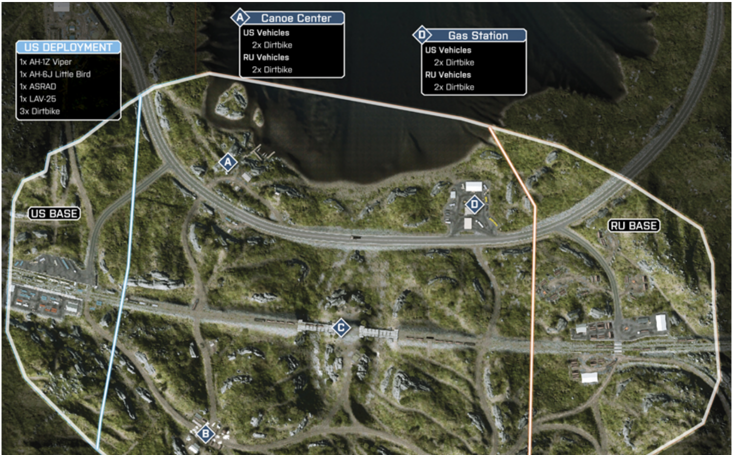
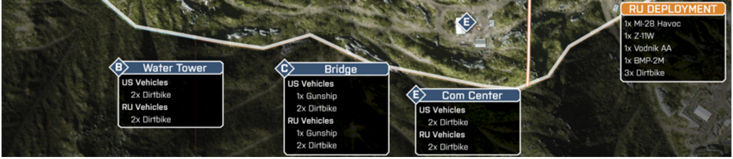
Conquest





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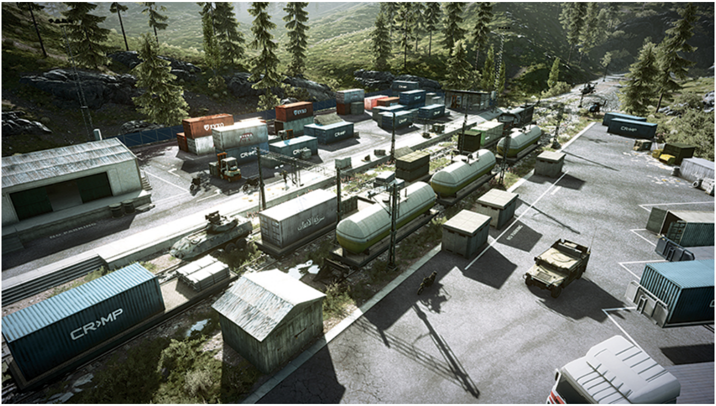
The stage for the battle at Kiasar Railroad is a majestic alpine setting. This land is also home to a large logging operation that makes use of this railway to maintain its supply line, with shipments of timber and other supplies coming to and fro several times a day. Aside from being the lifeblood for the timber industry in these mountains, the rail lines also serve a major strategic purpose for the two forces engaged in combat here. This battle is for the five control points. Deploying from the Train Station on the map's western edge, the US team is poised to capture and control the Canoe Center (A) and the Water Tower (B) as they make their way east. Launching their assault from the Lumber Yard to the east, the RU team will capture both the Gas Station (D) and the Com Center (E) as they advance west. This will leave the Bridge (C), which is central on the map, as a highly contested point. None of the points except the Bridge (C) affords the capturing team with more than two dirtbikes, further cementing the strategic value of the Bridge (C) and the Dropship it provides. Given the positions of the control points on the map, though, teams should expect the focus of the battle to migrate frequently. Given the distance between points and the uneven terrain, teams are prone to focus their attention on either the southern control points in the mountains or the lakeside northern control points. The advantage to following this attack order is that one control point can be used to push back the opposing team's reinforcements as they deploy from their base.

US Base



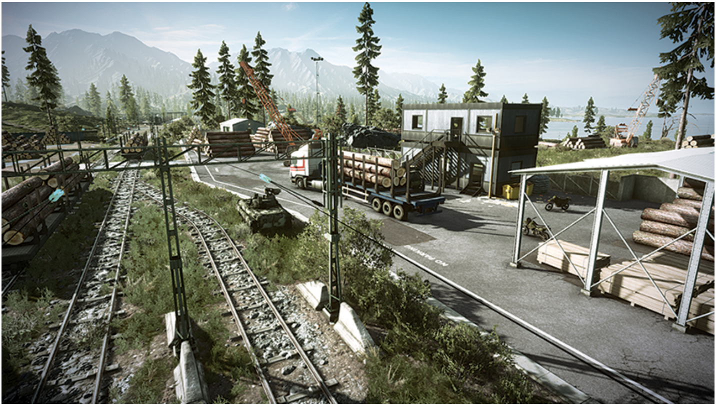
CRAMP
PARKING

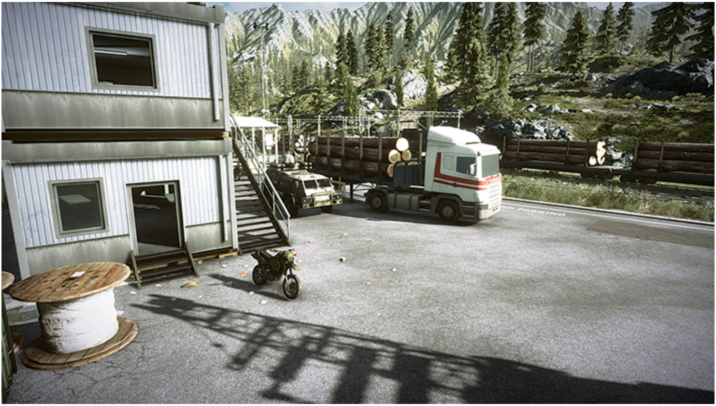
CRAMP
NO PARKING
NO PARKING

Deploying from the west at the Train Station, the US team can quickly make their way east and claim control of the Canoe Center (A) and the Water Tower (B). While this may seem the most convenient way to dominate the field, nevertheless the team should focus on securing the Bridge (C) before the RU team can do so. After taking control of the Bridge (C), the Dropship should be used to push back the RU team and maintain control of this point while the team moves to secure the Water Tower (B). An alternative to moving to capture the Water Tower is for the team to gain control of the Gas Station (D) to the northeast. If this point is held, the US team can control the deployment of the RU team's vehicles from their base. Both of the team's helicopters should focus on clearing hostiles from the control points and spotting enemies for infantry units to move in. Because the varied terrain is full of potential hiding spots, the helicopters are a valuable tool for threat assessment as well as effective weapons platforms to clear a path.

RU Base

NO PARKING
NO PARKING





The RU team deploys from the Lumber Yard on the east side of the map. From this position, the RU team can quickly capture the Gas Station (D) or the Com Center (E). The Bridge (C) located in the center of the map should be the focus of the dirtbikes early on, so that the Dropship can be used to push back the US team as they attempt their trek to the east. Both helicopters should split up to cover the north and south ends of the map, clearing the area around control points of hostiles while the slower Vodnik AA and BMP-2M move to defend control points from being captured. While the Gas Station (D) and Com Center (E) are nearest to the RU team's deployment, pushing forward to capture either the Canoe Center (A) or the Water Tower (B) is a useful tactic to hold back the US team's vehicles as they deploy from their base. The RU team should be careful if the Com Center (E) is captured by the US team, as its position uphill from the RU deployment can be used by the US team's IFV or AA jeep to bombard the deployment area.

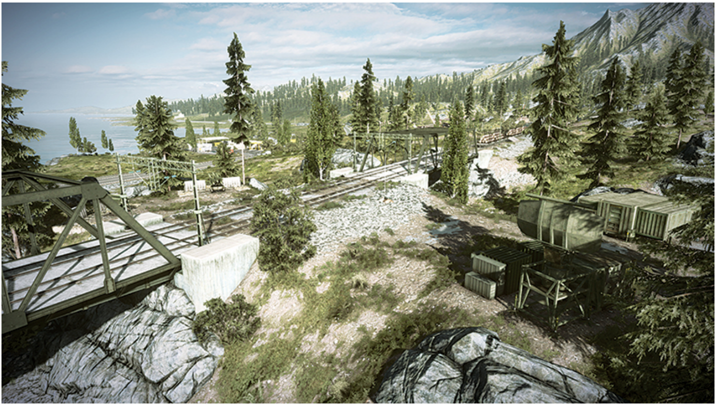
Canoe Center

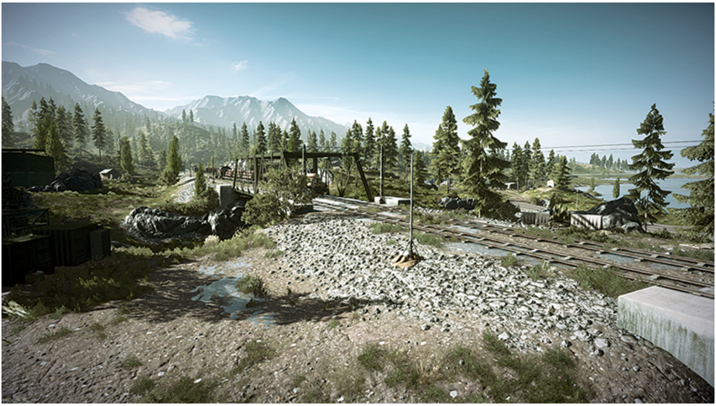
Positioned on the northwest corner of the map, the Canoe Center (A) flag is located in front of the hollowed-out lakeside building. When attempting to capture this control point, teams should move into the building since the area's exposure leaves infantry vulnerable to attack from the opposing team's helicopters. An approach can be made either from the road (which leads directly from the US team's deployment) or the lake. To the east of the flag is a rocky hill that can be used to clearly view the flag area. This sniper perch also affords a view of inside the north building, which is prone to hosting campers. While the building on the south side can provide cover, the nearby red gas tank can be exploded to eliminate threats hiding within the building or near the yellow dumpster.

Water Tower

Located on the southwest corner of the map, the Water Tower (B) flag is exposed near a timber pile, between three buildings. When capturing this point, teams should be watchful for hostiles attempting to flank the area by approaching from the map's southern edge. As the point is being captured, it would be best to take cover on the east side of the timber pile near the flag, thereby reducing the chance of being fired upon by the opposing team's IFV, which can use the roads cutting through this region to access the control point. The advantage to this control point being exposed is that helicopters can be used to escort infantry units into the area and clear the way for their advance. Helicopters should be wary when entering the area, though, as engineers can use the buildings to hide while attempting to get a lock with their anti-aircraft weapons.

Bridge



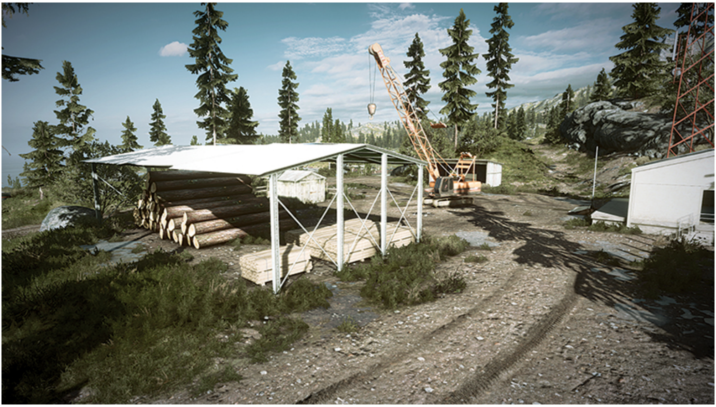


Easily the most contested point on the map, the Bridge (C) is in the center of the map, with its flag on the hill between the two bridges. Teams should not allow their IFVs or AA jeeps to stay on the bridges for any length of time, as helicopters can pick off these vehicles that have difficulty turning on a bridge. Dirtbikes, on the other hand, can rush through the bridges and approach the flag with ease. Planting mines underneath these bridges is helpful in preventing traffic from passing beneath them and flanking your team while the point is being captured. Once it is captured, teams should coordinate their movements with the Dropship, spotting enemy positions so that deployed allies can pick them off as they move through the uneven terrain. From the north side of the Bridge (C) area, IFVs can fire on the Gas Station (D) to the northeast and eliminate threats entrenched there.

Gas Station

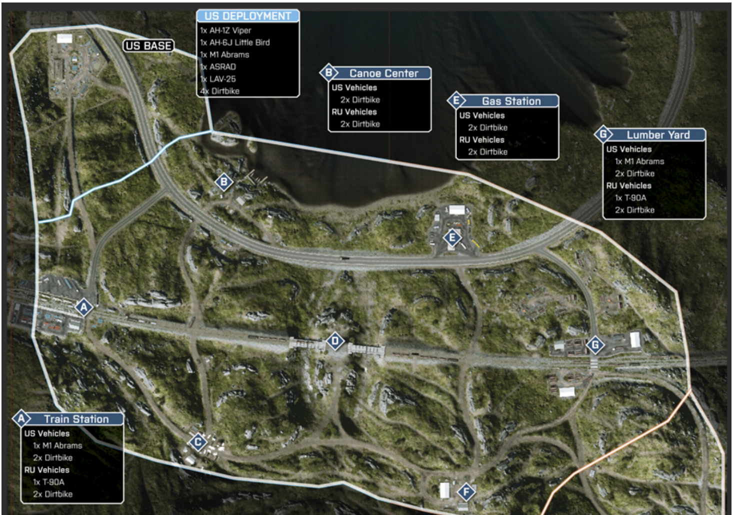
Located on the northeast side of the map, the Gas Station (D) flag is exposed near the building to the north of the gas pumps. This control point is accessible from multiple angles. The point can be captured from within the building, which is a far better option than capturing while standing near the semi-truck. Teams should be careful to watch for hostiles that try to flank by approaching from the lake to the north and passing through the rear door of the building. While capturing this point, a squad mate should take position on top of the nearby building to be a lookout for the enemy. When moving in on the control point from the west, stay off the road and use the shipping containers on the edge of the lot to scout the location before advancing. Deployment of a MAV helps when scouting this large area for enemy campers, as well as for monitoring the rear of the lot while capturing the point.

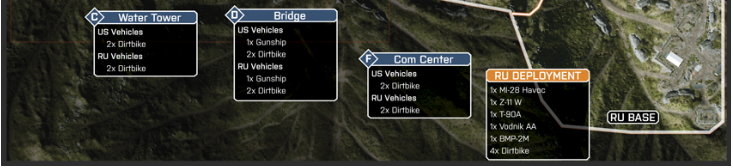
Com Center



On the southeast end of the map is the Com Center (E). Its flag is exposed within the center of three structures. When capturing this control point, a squad should divide up to cover the surrounding area while one member captures the point. While capturing the point, the other squad mates should plant mines around the crane in the center of the yard. As dirtbikes rush into the area, these mines will ensure that the point is not easily captured. The shack on the east side of the yard can be used for cover when maintaining control of this point. Should the firefight get too intense, the door on the east side of the shack can provide a quick escape north into the brush. Approaching this area from the north requires an uphill climb, and since this hinders visibility of the control point, infantry units should deploy a MAV to scout the area during their approach.

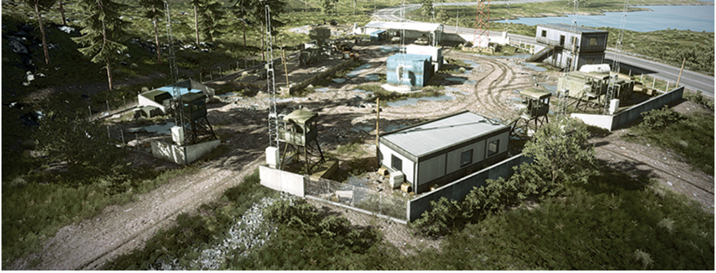
Conquest 64

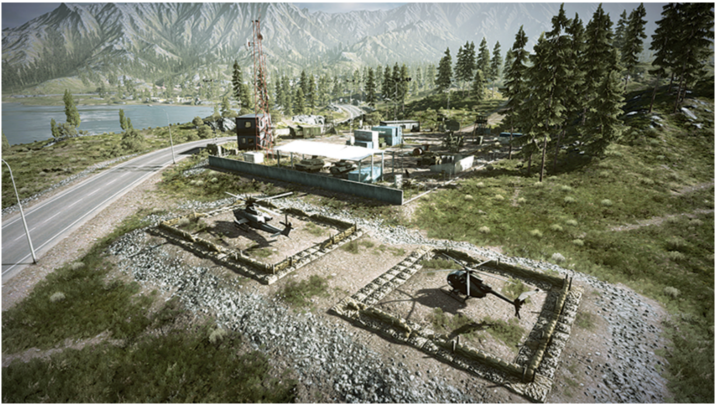


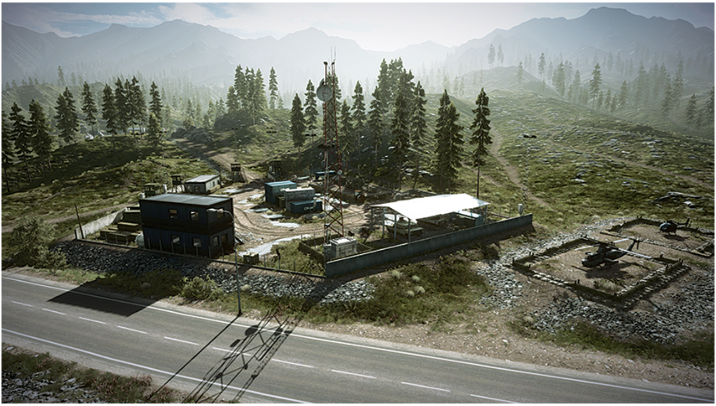


During Conquest 64, the map territory is expanded to include the Train Station (A) and Lumber Yard (G) as control points, resulting in seven control points being contested. This expansion also pushes back the deployment zones of both teams, with the US team deploying from the northwest edge of the map and the RU team deploying from the southeast. This shift in deployment positions also results in a staggered advantage for both teams, with the Train Station (A) and Canoe Center (B) being quickly captured by the US team and the Lumber Yard (G) and Com Center (F) being captured early on by the RU team. Once again, the Bridge (D) is in the center, and is flanked by the Water Tower (C) and the Gas Station (E). This distribution of control points leaves the central three points up for contention by both teams, as neither team deploys within their immediate vicinity. The result is a frantic battle in which beating your enemy requires consideration of how to best defend against attacks on the map's uneven terrain. One advantage afforded to both teams in is the tank, but this lumbering vehicle is better suited to performing patrols through the map's north side on the road near the lake.

US Base

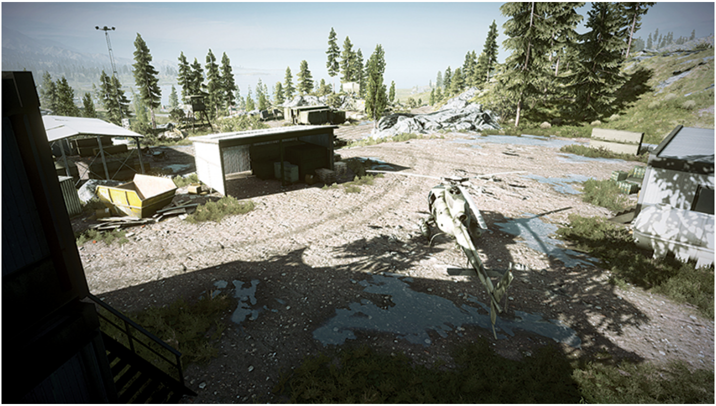


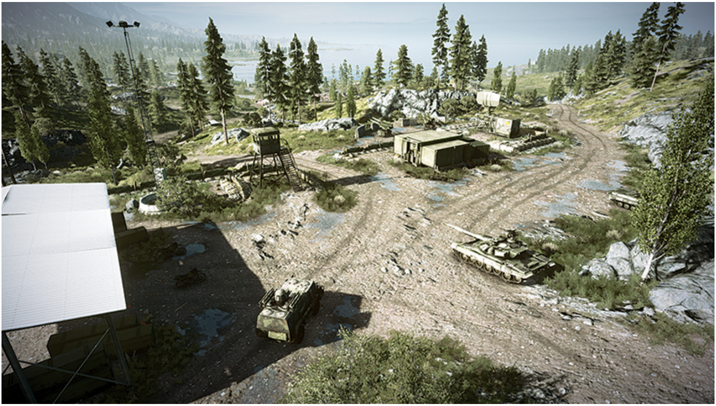




Deploying from the northwest, the US team is poised to quickly capture the Canoe Center (B), which is located on the edge of the lake. After claiming this point, the team can proceed to the southwest and claim the Train Station (A) with little resistance. The team would be wise to divide its resources to accomplish this, with squads moving to the Train Station (A) while others proceed southeast to gain control of the Bridge (D). While infantry are moving toward the Bridge (D), the team's helicopters should advance to the area to hold back hostiles that are approaching the area from the southeast. The M1 Abrams should avoid the area around the Bridge (D) and continue from the Canoe Center (B) to the Gas Station (E) by way of the northern road. The tank is more than equipped to capture this point single-handedly, as well as push back resistance it encounters along the way.

RU Base





Deploying uphill from the southeast end of the map, the RU team will quickly move in and control the Com Center (F), which is immediately west of the deployment area. From this point, the team can move to control the Lumber Yard (G) to the northeast or continue west to capture the Water Tower (C). One advantage to controlling the southern control points is that the entire region is uphill from the rest of the battlefield. Taking advantage of this elevated position allows the team's Vodnik AA and T-90A to fire upon enemy helicopters and the northern control points. The team's helicopters should move toward the Bridge (D) early on and patrol this location until infantry can arrive to secure the point. Once the Bridge (D) is secured, the Dropship can be used to deploy units near the US team-controlled north and push back hostiles that are attempting to make their way uphill.

Train Station

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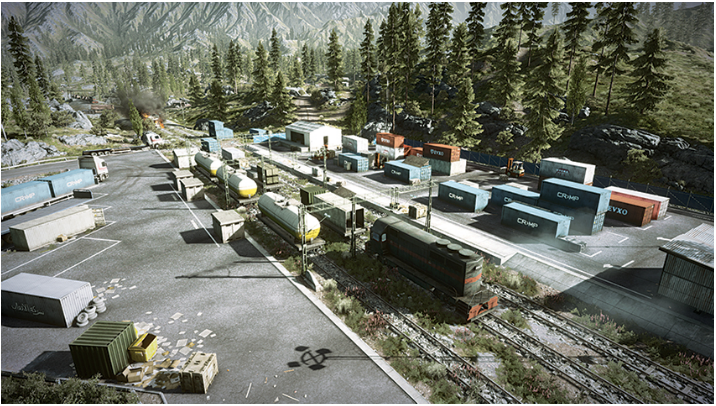


Located in the far west, the Train Station (A) is likely to be controlled through most of the battle by the US team given its proximity to the US team's deployment. Its flag is exposed on the south side of the station near a forklift. Although it is exposed to attack from the east and from the air, the flag is obscured from view by train cars and shipping containers to attackers advancing on this control point from the north,. Larger vehicles should not stay near the shipping containers here, as avoiding mines and C4 attack can be difficult when navigating the confines of the station. Instead, these vehicles should opt to escort infantry units into the station and fire on hostiles from afar, making sure that escape is possible if engineers or support class soldiers are in the area. When approaching this area, watch the hills behind the station to the south for snipers that have taken position atop the rocky ridge there.

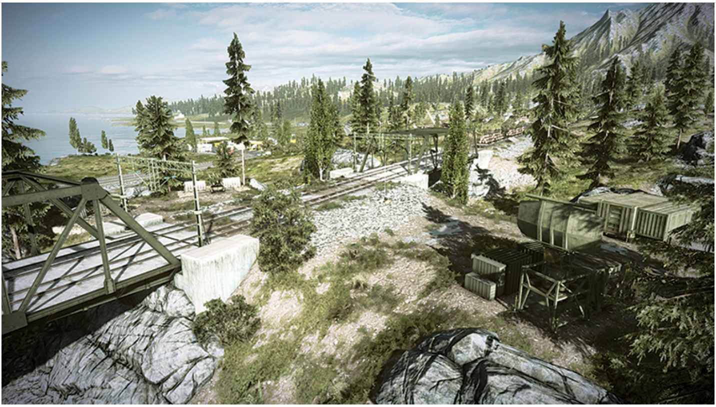
Canoe Center

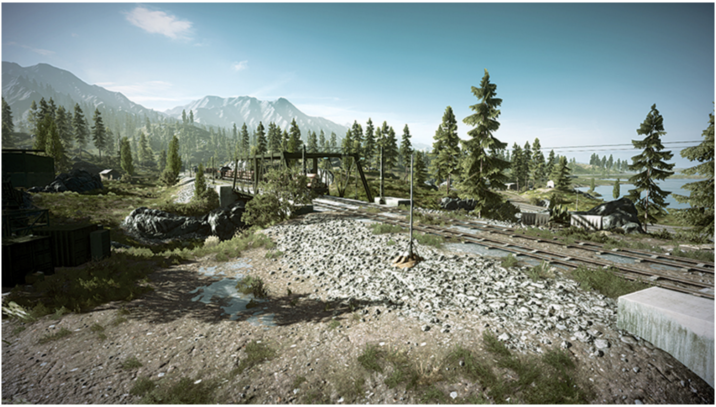
Positioned on the northwest corner of the map, the Canoe Center (B) flag is located in front of the hollowed-out lakeside building. When attempting to capture this control point, teams should move into the building since the exposure of this area leaves infantry vulnerable to attack from the opposing team's helicopters. An approach can be made either from the road (which leads directly from the US team's deployment) or the lake. To the east of the flag is a rocky hill that can be used to clearly view the flag area. This sniper perch also affords a view of inside the north building, which is prone to hosting campers. While the building on the south side can provide cover, the nearby red gas tank can be exploded to eliminate threats hiding within the building or the nearby yellow dumpster.

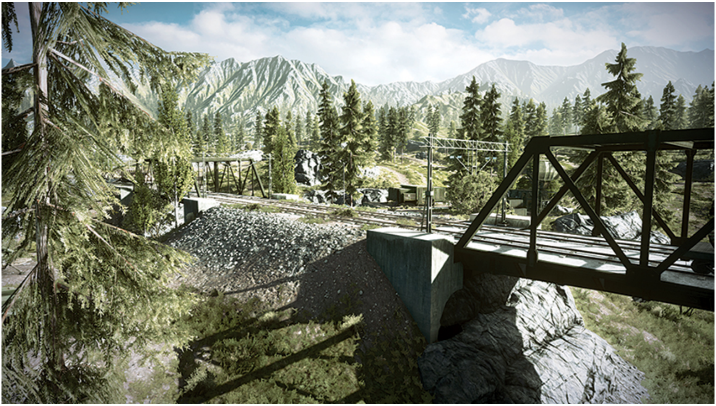
Water Tower

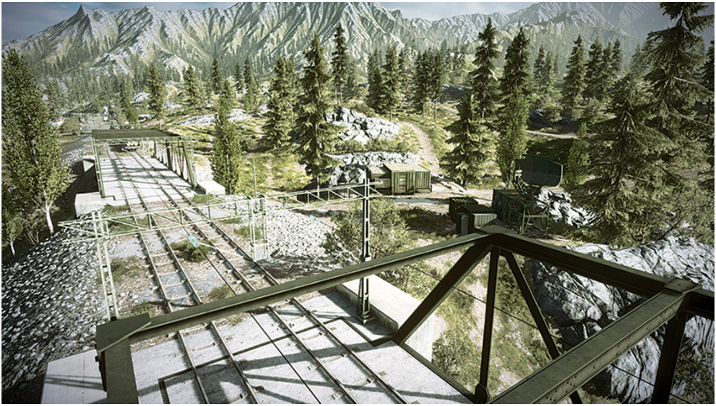
Located on the southwest corner of the map, the Water Tower (C) flag is exposed near a timber pile, between three buildings. When capturing this point, teams should be watchful for hostiles attempting to flank the area by approaching from the map's southern edge. As the point is being captured, it would be best to take cover on the east side of the timber pile, near the flag, thereby reducing the chance of being fired upon by the opposing team's IFV, which can use the roads cutting through this region to access the control point. The advantage to this control point being exposed is that helicopters can be used to escort infantry units into the area and clear the way for their advance. Helicopters should be wary when entering the area, though, as engineers can use the buildings to hide while attempting to get a lock with their anti-aircraft weapons.

Bridge



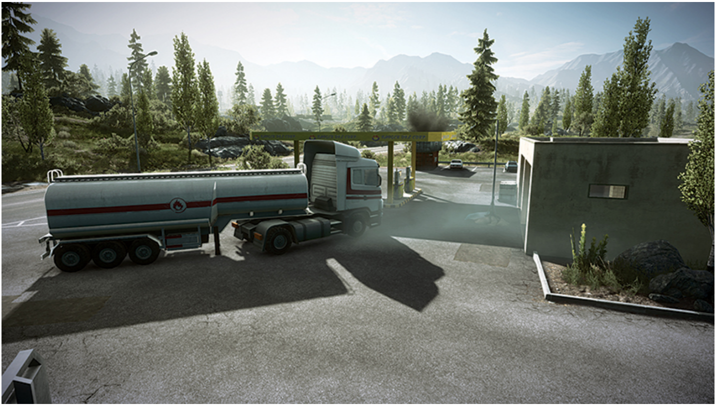






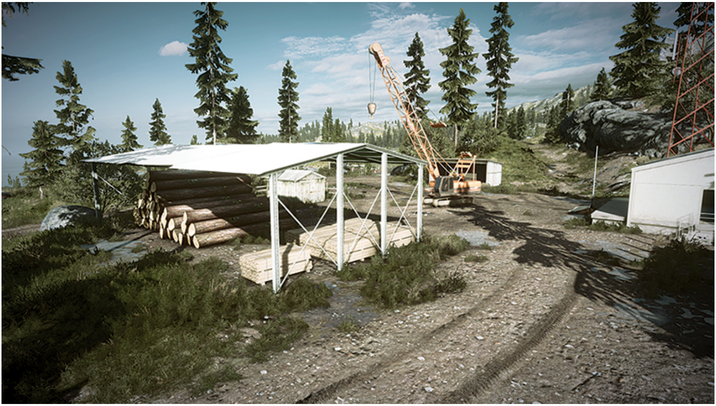
Easily the most contested point on the map, the Bridge (D) is in the center of the map, with its flag being on the hill between the two bridges. Teams should not allow their IFVs or AA jeeps to stay on the bridges for any length of time, as helicopters can pick off these vehicles that have difficulty turning on a bridge. Dirtbikes, on the other hand, can rush through the bridges and approach the flag with ease. Planting mines underneath these bridges is helpful in preventing traffic from passing beneath them and flanking your team while the point is being captured. Once it is captured, teams should coordinate their movements with the Dropship, spotting enemy positions so that deployed allies can pick them off as they move through the uneven terrain. From the north side of the Bridge (D) area, IFVs can fire on the Gas Station (E) to the northeast and eliminate threats entrenched there.

Gas Station



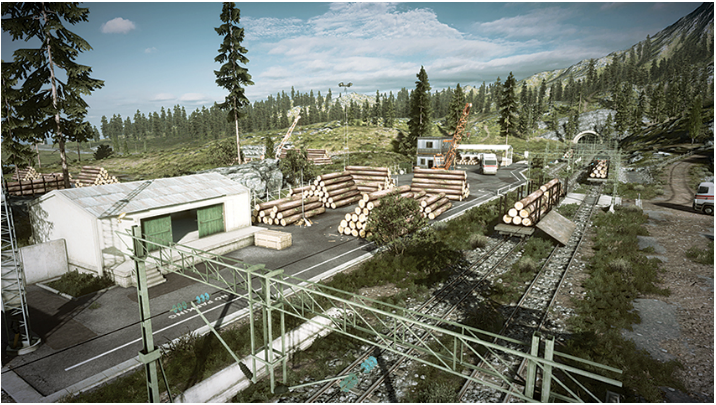
Located on the northeast side of the map, the Gas Station (E) flag is exposed near the building to the north of the gas pumps. This control point is accessible from multiple angles. The point can be captured from within the building, which is a far better option than capturing while standing near the semi-truck. Teams should be careful to watch for hostiles that try to flank by approaching from the lake to the north and passing through the rear door of the building. While capturing this point, a squad mate should take position on top of the nearby building to be a lookout for the enemy. When moving in on the control point from the west, stay off the road and use the shipping containers on the edge of the lot to scout the location before advancing. Deployment of a MAV helps when scouting this large area for enemy campers, as well as for monitoring the rear of the lot while capturing the point.

Com Center



On the southeast end of the map is the Com Center (F). Its flag is exposed within the center of three structures. When capturing this control point, a squad should divide up to cover the surrounding area while one member captures the point. While capturing the point, the other squad mates should plant mines around the crane in the center of the yard. As dirtbikes rush into the area, these mines will ensure that the point is not easily captured. The shack on the east side of the yard can be used for cover when maintaining control of this point. Should the firefight get too intense, the door on the east side of the shack can provide a quick escape north into the brush. Approaching this area from the north requires an uphill climb, and since this hinders visibility of the control point, infantry units should deploy a MAV to scout the area during their approach.

Lumber Yard

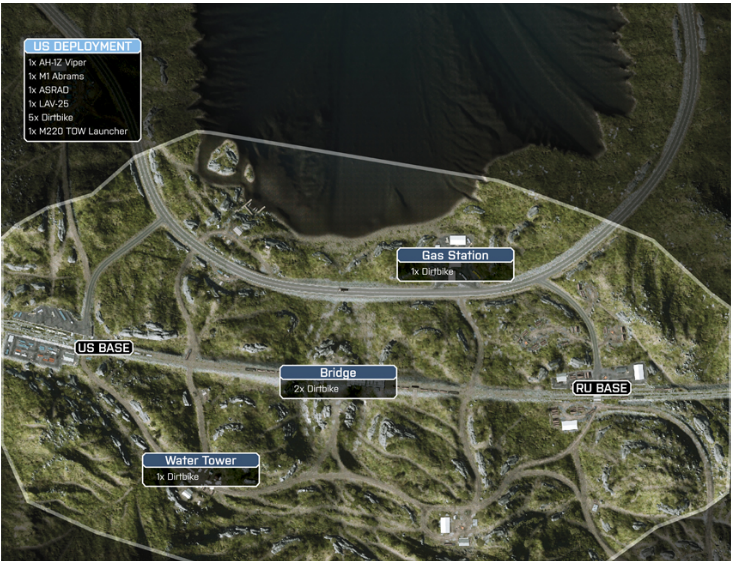


Because it is the farthest east control point on the map, the Lumber Yard (G) will most likely be controlled by the RU team throughout most of the battle. The flag is located on the Lumber Yard's west side and is surrounded by piles of timber. It may seen exposed but is actually one of the map's most fortified control points. For a team trying to capture this point, these piles of timber can also provide hostile squads with an opportunity to flank the unobservant. While a squad is capturing this point, it would be wise to position a sniper in the second-floor window of the office to the east. This sniper can spot and pick off hostiles that are approaching the flag area. When entering this area, it is a good idea to make sure this office building is clear before approaching the flag. For the team looking to maintain this point with minimal effort, placing claymores near the timber piles is an efficient method to retain control.

Caution

While the timber piles provide good cover from enemy infantry, these ramparts are easily breached by the high-powered weaponry of tanks, IFVs, and AA jeeps.

Capture the Flag



RU DEPLOYMENT
1x MI-28 Havoc
1x T-90A
1x Vodnik AA
1x BMP-2M
5x Dirtbike
1x 9M133 Kornet Launcher

During Capture the Flag, the Kiasar Railroad map boundaries are wide enough to include the north shore and southern hillside. The US team's flag is located at the Train Station on the map's western edge. The flag is on the west side of a stack of shipping containers standing along the railway. The RU team's flag is on the east side of the map, at the Lumber Yard, west of the timber piles. Both bases are situated on the rail line that cuts through the region. Because the flags are situated along the rail, both teams will make use of dirtbikes to rush their enemy's base by following the rails. Although this method is perfect when in combat against a novice team, more experienced teams will booby-trap the railway to eliminate vehicles that attempt this. Both teams are allotted an assortment of vehicles at their base to utilize in battle. In addition to these, there are two extra dirtbikes at the Bridge, as well as a single dirtbike at both the Gas Station to the northeast and the Water Tower to the southwest. While the dirtbikes at the Bridge are convenient when passing though, the dirtbikes located at the Gas Station and the Water Tower can be more of a distraction than an asset while moving to capture the opposing team's flag.

US Base

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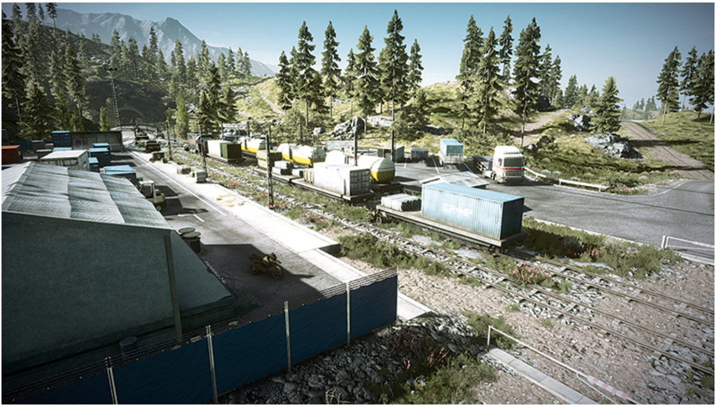


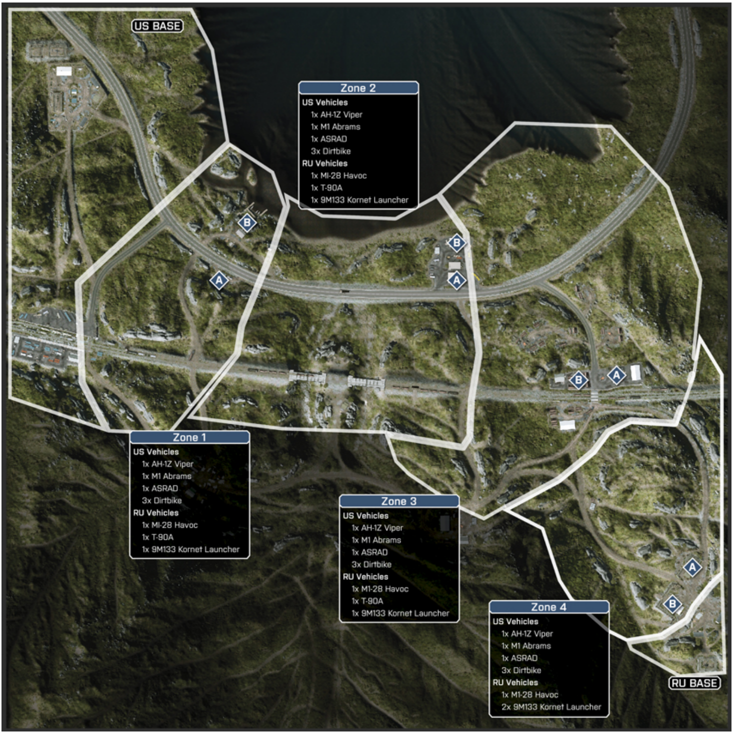
Located at the Train Station on the maps west side, the US Base is vulnerable to being flanked from both the north and the south. An efficient tactic to monitor the base and the surrounding area is for the team's helicopter to maintain a presence above the Train Station. This means infantry units can be alerted early to fast moving dirtbikes that are closing in to capture the flag. Another vehicle that should stay within the vicinity of the base is the ASRAD, which can defend the base from both land vehicles and the enemy helicopter. While these two vehicles maintain a presence here, the M1 Abrams and LAV-25 can advance southeast to bombard the RU base from afar and the US team's dirtbikes enter the Lumber Yard to take possession of the flag. When returning, vehicles should avoid staying on the rails, as they are sure to be littered with mines.

RU Base

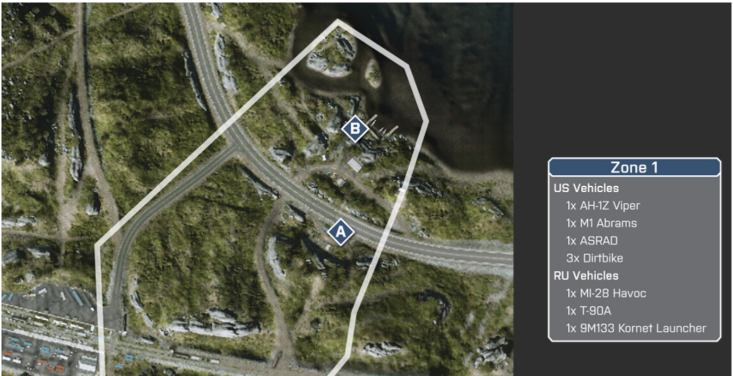
Located at the Lumber Yard on the east side of the map, the flag of the RU Base is among timber piles on the yard's west side. To provide a vantage point over the flag, a recon soldier should take position inside of the office on the east side of the yard. From the second-floor windows, a sniper can observe the flag and the surrounding area. A helicopter should circle the Lumber Yard and maintain a presence over this area to spot enemies as they approach. While this task can be performed by the sniper in the office building, the helicopter has the firepower sufficient to eliminate the threat presented by larger vehicles. Placing mines along the tracks near the west entrance to the Lumber Yard can prevent fast-moving dirtbikes from taking the flag by surprise. Placing the Vodnik AA at the yard's north entrance can help push back hostiles coming from the northern road, as well as pose a significant threat to the enemy helicopter if it comes within the Lumber Yard's airspace. When advancing on the US team's base, the attack should be directed from the south, as the hills provide an elevated position to fire on the base with the T-90A and BMP-2M.

Rush

The Rush battle of Kiasar Railroad follows the northern road, moving south along the lake into the Lumber Yard before concluding at the hillside base in the southeast. The placement of M-COM Stations in each stage of this battle forces teams to engage in open conflict as the landscape offers opportunities to flank and overwhelm the opposition. While attackers are afforded the benefit of the ASRAD and dirtbikes throughout the battle, the defenders' MI-28 Havoc, in the hands of an experienced pilot, will provide a firm resistance to attacks. An essential tactic is to use the elevated positions of the terrain to gain the advantage through each stage in the battle. For attackers, the greatest threat on this map comes from a defending team that is well versed in the use of MAVs to reveal the positions of attackers and coordinate the placement of booby traps to disable their vehicles.



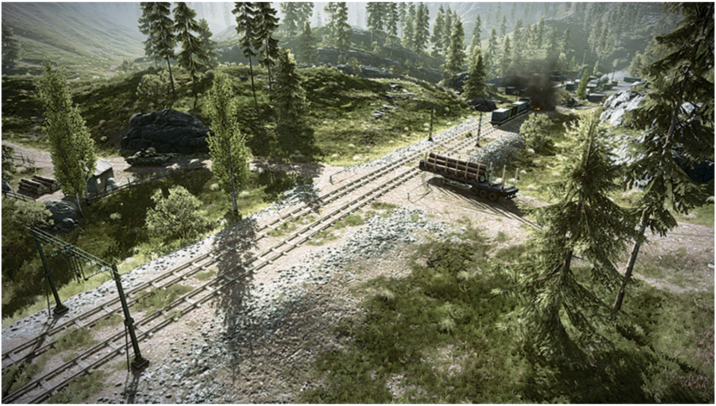
Zone 1: Canoe Center



US Deployment

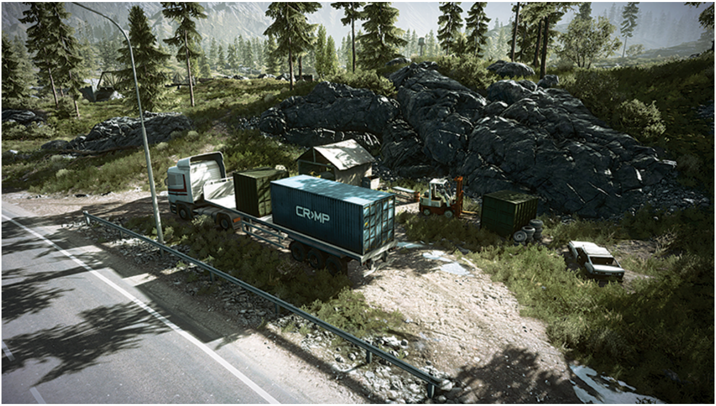
Deploying from their base to the northwest, the US team has the advantage of using the road to advance the M1 Abrams and ASRAD to the objectives quickly. This is overshadowed, however, by the 9M133 Kornet Launcher at the Canoe Center, which the defenders will use to push back the armored assault. While these vehicles approach the objective site, the AH-1Z Viper should be in the air above the Canoe Center to clear the area of defenders while infantry units descend upon the area. Attackers on dirtbikes would be wise to follow the lakeshore as they make their approach on the objective, avoiding the defenders that are descending on the area from the southeast. This approach from the north allows dirtbikes to drop off their passengers to plant a charge on the objectives and continue their path east, drawing enemy fire away from the objective area.

RU Deployment



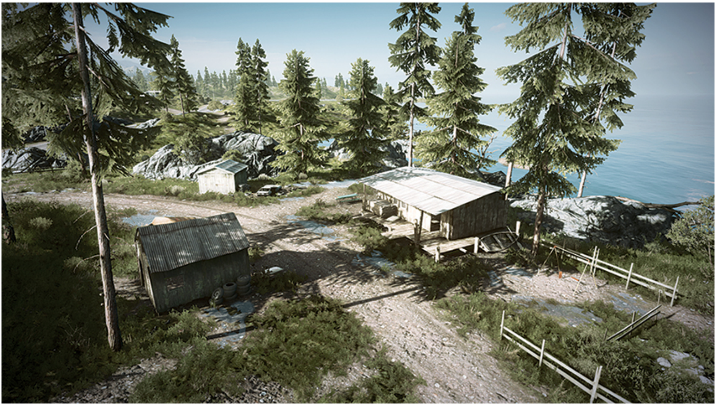
Deploying from the hills southeast of the Canoe Center, the defending team can quickly fortify the hill south of the road with a squad while other team members move north to entrench themselves at the Canoe Center. Because the T-90A deploys south of the objective, it can be placed on the hill overlooking the objective and fire upon attackers' vehicles as they move into the area from the northwest. Once in the air, the MI-28 Havoc should focus on patrolling the road leading northwest from the Canoe Center. As attackers approach from this direction, the MI-28 Havoc is more than capable of pushing back armored resistance moving from the US team's deployment area. Through coordinated efforts of the MI-28 Havoc and the T-90A to keep the attackers' vehicles at bay, defenders can force the attackers into a stalemate early on.

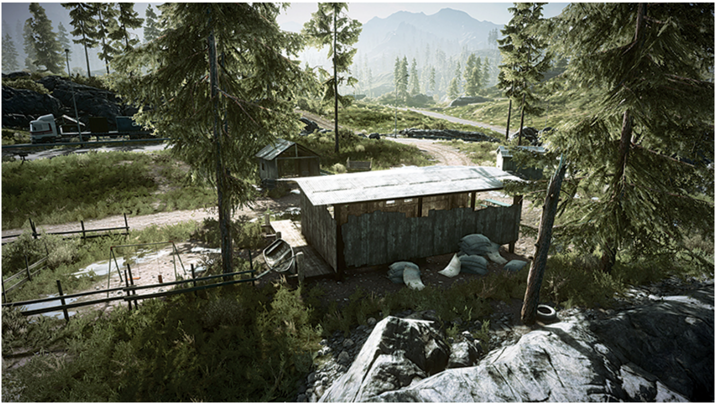
M-COM Station A

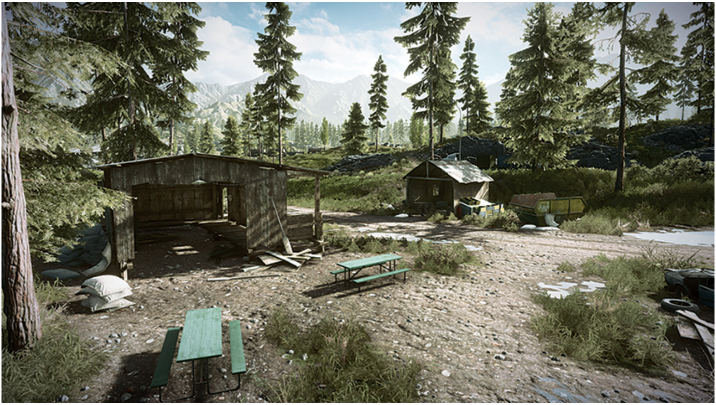


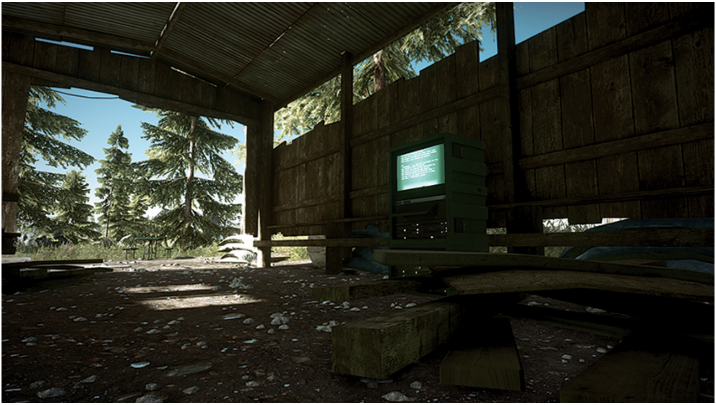
Positioned south of the Canoe Center, M-COM Station A is exposed on the south side of the parked semi-trailer here. For attackers, the difficulty in approaching the objective comes from the tendency for defenders to camp within the wooden shack nearby. Defenders making use of this tactic to defend the objective should be ready to retreat if the attackers' helicopter discovers them, as the wooden shack does not provide much cover against explosive weapons. Not only should attackers be wary of the shack when approaching the objective, but also the hill to the south, which serves as a sniper perch. Sight lines on this objective are limited, though, so defending this objective will require vigilance by helicopter and infantry set atop the nearby rocky ledge. Defenders and attackers would both benefit by deploying a MAV to survey this area before infantry approach the objective.

M-COM Station B



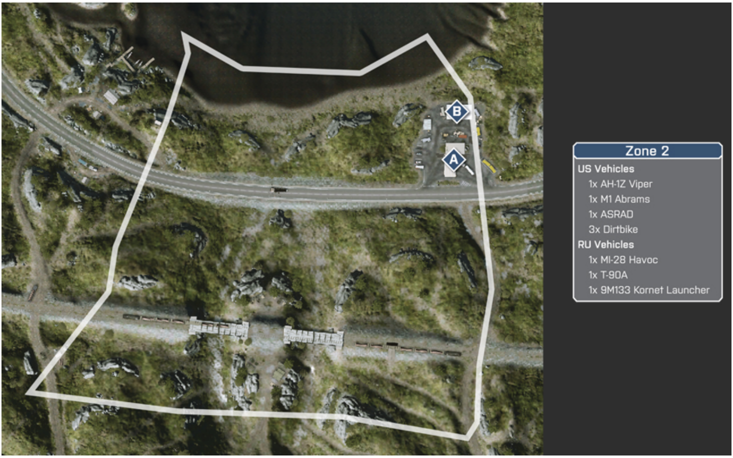






Located within the northern building at the Canoe Center at the lakeshore, M-COM Station B is a difficult prospect for attackers attempting to enter the area by the road to the south. Attackers on dirtbikes should make their move on this site by following the lakeshore southeast from their deployment. While the other attackers advance on the site by way of the road, stealthy attackers can approach the objective unseen while defenders are spread thin protecting M-COM Station A to the south from their armored vehicles. Defenders looking to protect the objective should place claymores inside of the building that houses it, and lie in wait near the shack west of the objective for attackers to cross their path. While it is possible to survey the area by helicopter, the nearby trees conceal the movements of infantry as they move around the objective and the buildings here.

Zone 2: Gas Station



Zone 2

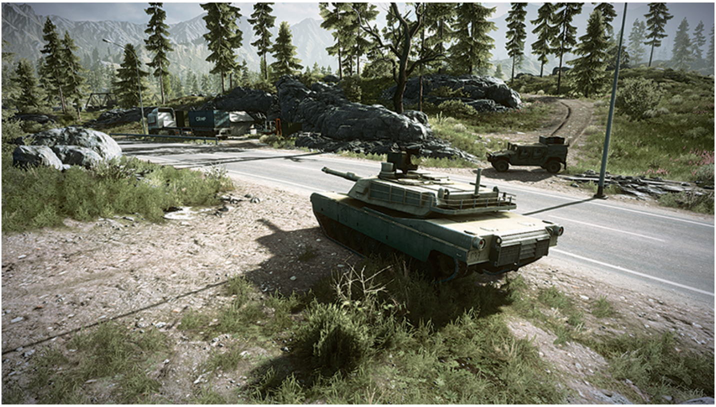
US Vehicles

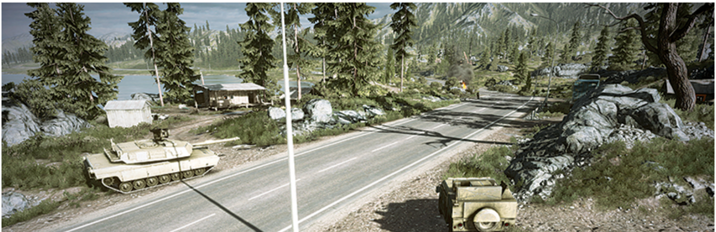
- 1x AH-1Z Viper
- 1x M1 Abrams
- 1x ASRAD
- 3x Dirtbike

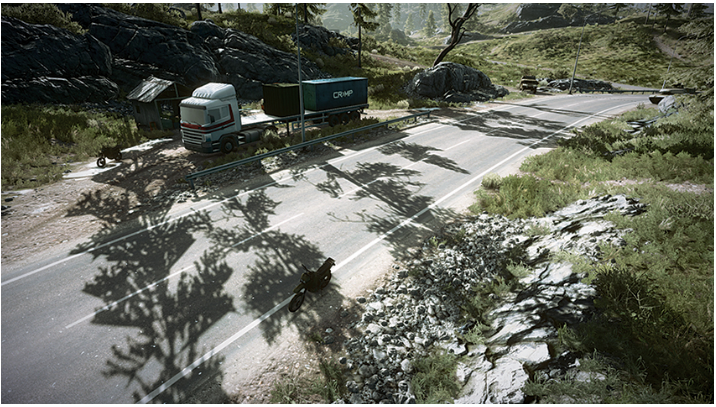
RU Vehicles

- 1x MI-28 Havoc
- 1x T-90A
- 1x 9M133 Kornet Launcher

US Deployment





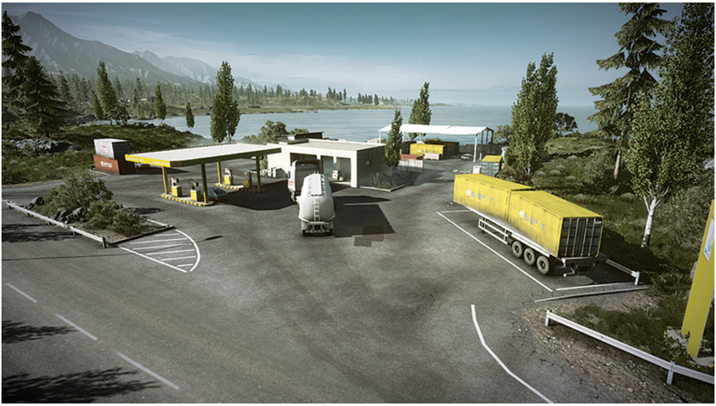


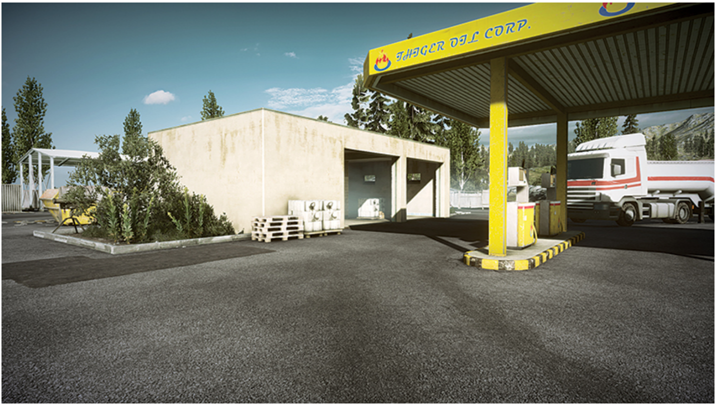
Deploying from the Canoe Center, the US team will have to proceed east to reach the objectives. As in Zone 1, this stage of the battle sees attackers using the road to advance to the Gas Station. While this is the most direct way to approach the area, it is possible for the M1 Abrams and ASRAD to traverse the lakeshore to the north of the road. By traveling along the lakeshore, it is possible to flank the objective area by moving through the Gas Station's north side. Dividing up the heavy vehicles is a good tactic to take the defenders by surprise, with the M1 Abrams moving to the objective by way of the road and the ASRAD cutting through the rear of the Gas Station and using its cannons' secondary fire to bombard the objective area during approach. Throughout the course of the battle, the AH-1Z Viper should take to the skies and patrol the area surrounding the Gas Station for defenders moving in from the east of the station and attempting to cut off attacking troops moving between the two objectives found there..

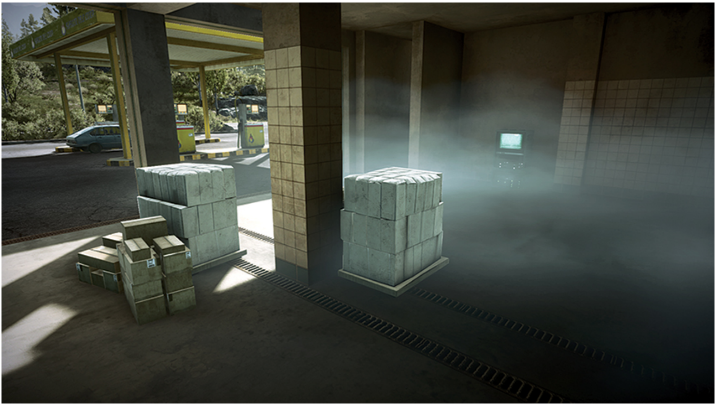
RU Deployment

Deploying from the east near the lakeshore, the RU team is able to quickly fortify the Gas Station objectives early on. Defenders should place snipers on the roof of the Gas Station to pick off attackers as they approach from the west. Setting a T-UGS motion sensor on the north side of the Gas Station lot is useful to monitor the activity around the station. . While this motion sensor can alert of attackers as they pass through, a MAV is an even better choice for detecting hostile troop movements because you can relocate the device easily. Once the MI-28 Havoc is in the air, the vehicle should proceed to the west of the Gas Station to cut off the attackers' tank and AA jeep as they approach and prevent these heavy-hitting vehicles from establishing a foothold at the Gas Station. With the MI-28 Havoc doing the heavy lifting outside of the Gas Station's vicinity, the T-90A can remain at the Gas Station to eliminate dirtbike and infantry units that enter the area.

M-COM Station A

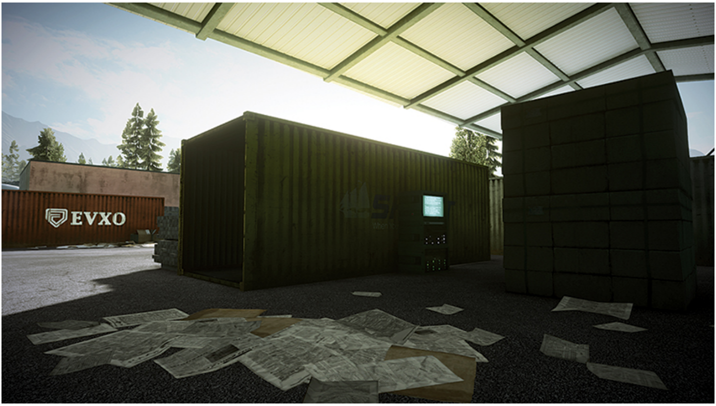






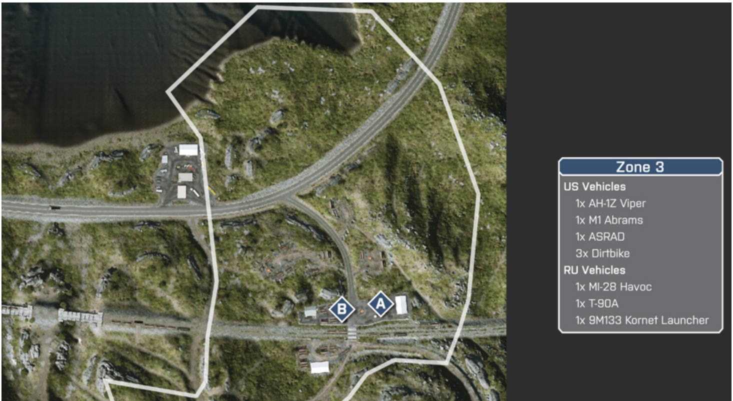
M-COM Station A is inside the garage building at the Gas Station. Attackers should approach by flanking the building to reduce their number of casualties. Dirtbikes should approach the building from the north and the south, and drop off their passengers as they continue past to draw fire away from teammates that are planting the charge. Defenders looking to maintain a presence near this objective should place claymores within the building and take positions on the rooftop. There are very few sight lines to directly monitor the objective and they usually require camping beside the nearby semi-trailer or going prone near the end of the Gas Station lot to the east. Attackers should deploy a MAV as they advance from the west to observe the building's rooftop, as well as get an overview of the Gas Station's east side.

M-COM Station B

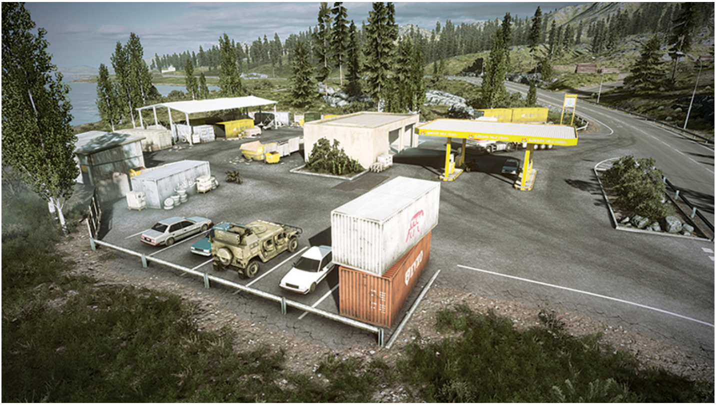


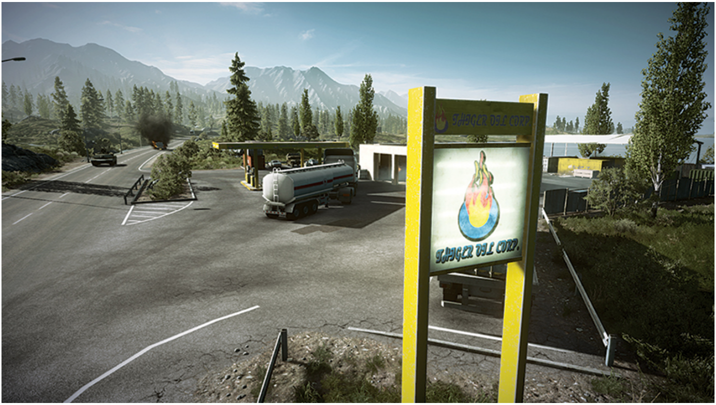
Located beneath a storage area between two yellow shipping containers on the north side of the Gas Station, M-COM Station B does not offer sight lines to observe the activity around it. While MAVs work great for monitoring the activity that occurs on the Gas Station property, MAVs have difficulty seeing soldiers that are concealed under the roof of the storage area. This means defenders must make use of T-UGS motion sensors—usually placed within the shipping containers themselves—to monitor the activity of the objective area. Given the confines of the area, attackers and defenders alike will not be able to approach the M-COM Station with a vehicle. Instead, defenders and attackers alike will be passing tanks through the north side of the Gas Station lot in an attempt to control this objective. Tank commanders that want to establish a presence here should remain on the grassy area to the north and the east after destroying the fence line to offer at least some visibility. By remaining off the pavement, tanks can avoid the mines that are littered around the Gas Station.

Zone 3: Lumber Yard



US Deployment



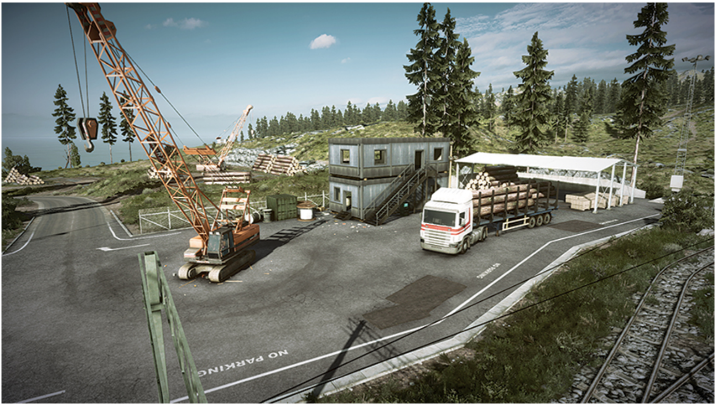


Deploying from the Gas Station, the US team will have to work their way uphill and to the south to approach the objectives. While the team can approach the Lumber Yard relatively unnoticed, securing the objectives will require a coordinated effort by both the armored vehicles and infantry units. When attacking the objectives, infantry should focus on flanking from the west and the east sides of the yard, while the heavily armed M1 Abrams and ASRAD take up positions in the center of the area to focus their firepower on the defenders that are deploying from the south. While this chaos ensues, the AH-1Z Viper can proceed south and approach the Lumber Yard from behind the defenders' deployment to eliminate threats en route to the yard. The team should focus its attention on one objective at a time to keep from being spread too thin between the objectives.

RU Deployment

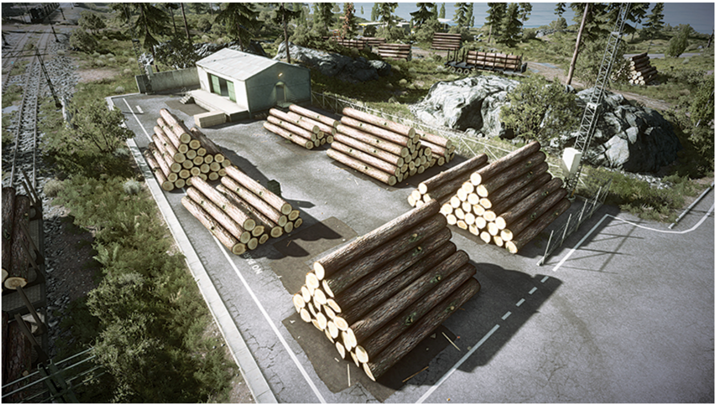
Deploying south of the Lumber Yard, the RU team can advance and quickly take up positions throughout the yard. Fortifying the yard is essential when defending the objectives here. One opportunity to secure the area is from within the two-story office building on the east side of the yard. From the second floor, defender snipers can cover the west side of the yard and attack hostiles that are approaching the timber piles there, as well as observe movements slightly to the north. The MI-28 Havoc should monitor the approach of vehicles from the north and alert infantry units if heavy vehicles attempt to flank the yard by keeping off the road to the north. The lumber piles to the west side of the yard can be destroyed by the heavy weapons found on tanks and AA jeeps. These large piles form good cover for the attacking forces and should be destroyed to allow for greater visibility of enemy movements.

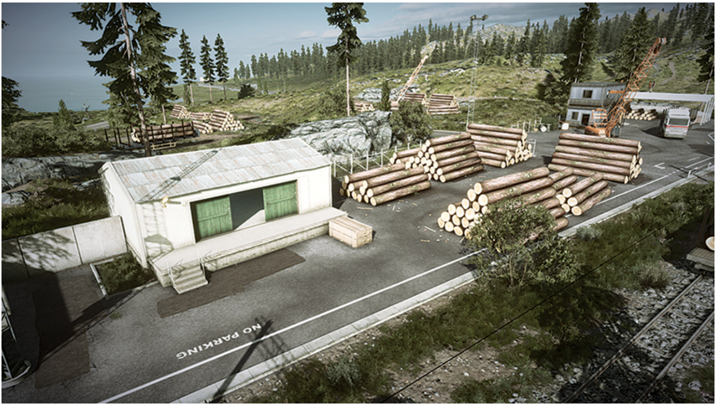
M-COM Station A

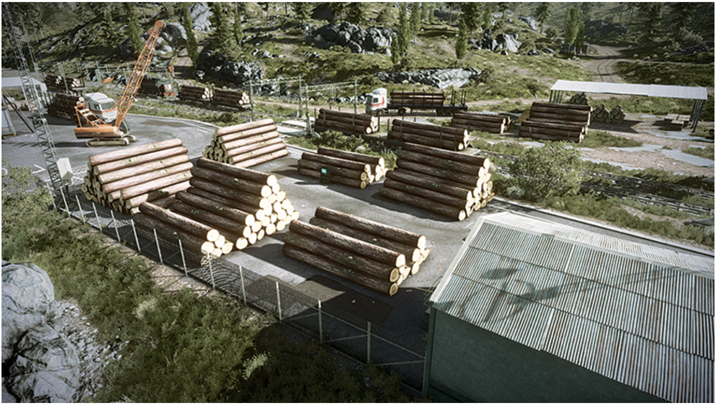


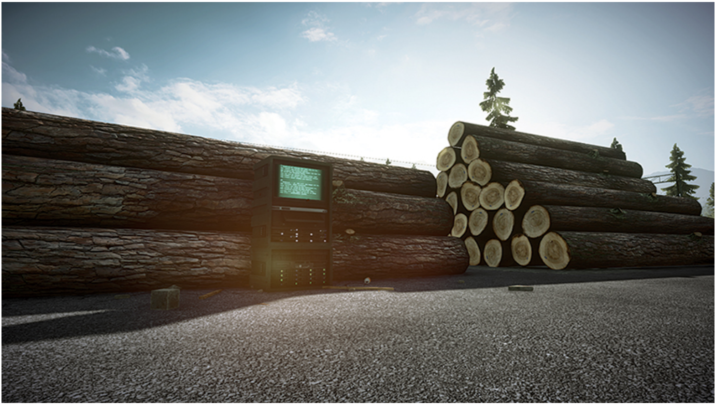
M-COM Station A is positioned below the stairs leading to the second floor of the office building on the east side of the Lumber Yard. The objective is exposed, so attackers should use care when attempting to plant a charge. Defenders looking to keep the objective in their view can take position on the rocky hill to the southeast of the objective. Although not concealed while here, a skilled sniper can eliminate threats that approach the objective and then relocate before being spotted. Attackers should also clear the first floor of the office building while their teammates are planting the charge, as the building is a home for camping defenders. Defenders looking to protect the objective can use the covered storage area on the east side of the yard to maintain cover while firing on the objective area.

M-COM Station B



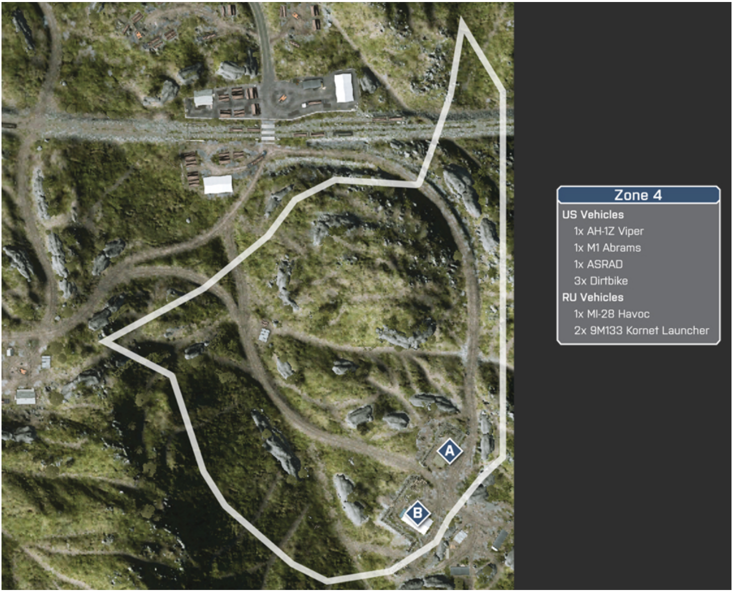






Located among piles of timber on the Lumber Yard's west side, M-COM Station B is open to attack from the north. Attackers looking to approach the objective should break through the chain-link fence north of the lumber piles to avoid the attention of defenders that will be focusing on the M1 Abrams and ASRAD as they enter the Lumber Yard. Defenders should use the T-90A to blow apart the timber piles and remove some of the potential cover so that it can't be exploited by attackers. The defenders' narrow sight line requires a sniper to be within the building on the west side of the yard and peer out from the large double doors toward the objective. Helicopters from both teams will be circling this objective, so engineers should be focused on destroying these prying eyes as their teammates make their approach.

Zone 4: Hillside Base



Zone 4

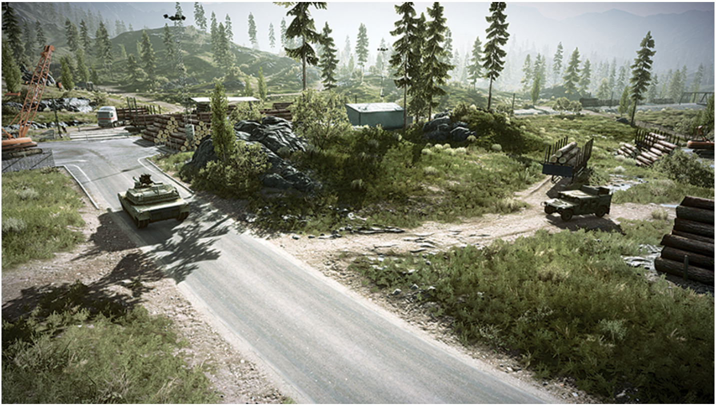
US Vehicles

- 1x AH-1Z Viper
- 1x M1 Abrams
- 1x ASRAD
- 3x Dirtbike

RU Vehicles

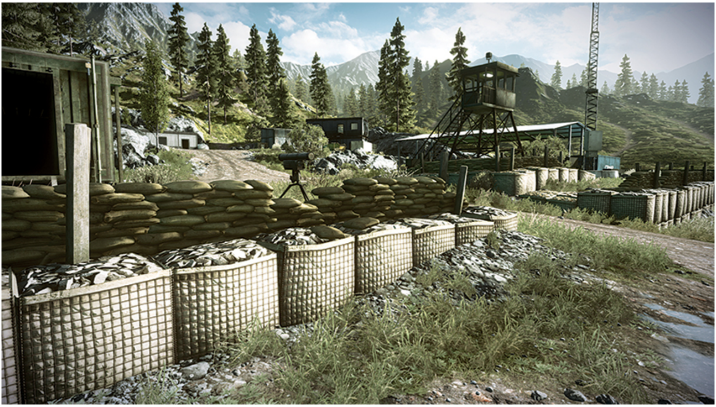
- 1x MI-28 Havoc
- 2x 9M133 Kornet Launcher

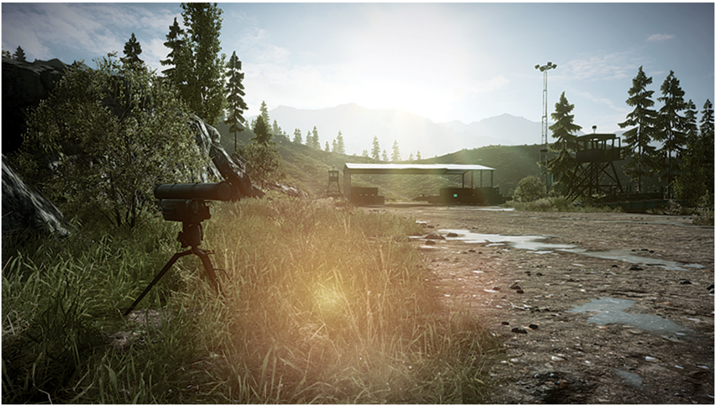
US Deployment



This final stage of the battle sees the US team deploying from the Lumber Yard. With the objectives located at the hillside base to the southeast, the attackers will have to make their way uphill as they move southeast to engage their target. While two roads lead to the base from the Lumber Yard, it would be wise to keep the M1 Abrams and ASRAD off them with and move directly south to approach the objectives from the west, flanking defenders in the process. If the AH-1Z Viper can eliminate the MI-28 Havoc and keep it out of the skies, the US team will have only infantry units to contend against. By making use of the M1 Abrams and ASRAD, the attackers can overpower and maintain a firm presence at the hillside base throughout this final stage of the battle.

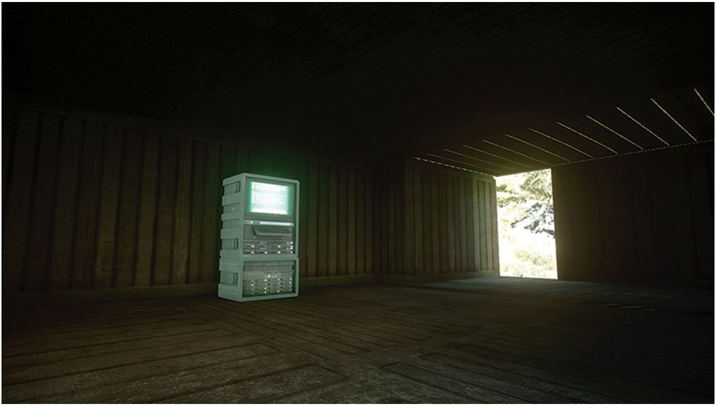
RU Deployment





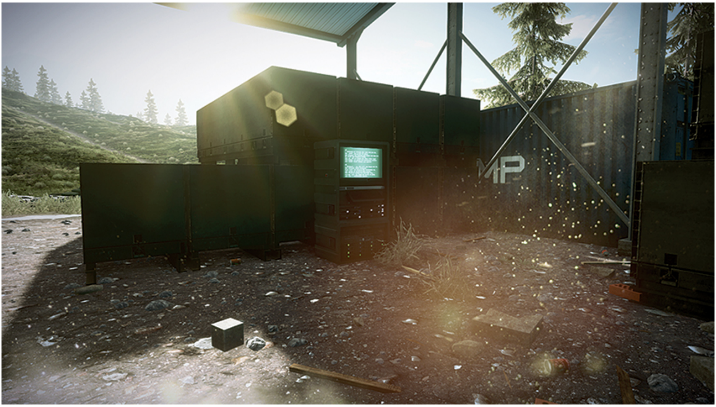
At this stage of the battle, the RU team is at a great disadvantage. With only the MI-28 Havoc and two 9M133 Kornet Launchers to provide defense, the team will have to coordinate their movements to prevent the attackers from making their way uphill from the north. Defending engineers should focus their attention on destroying the AH-1Z Viper and free up the skies for their MI-28 Havoc to handle the task of eliminating the threat presented by the opponents' tank and AA jeep. To control the flow of dirtbikes into the area, mines should be placed within the central area of the base. The south side of the base provides a watchtower and a two-story office for sight lines of the objective areas. These can both be used to pick off attackers as they approach to plant their charges.

M-COM Station A



Located within a makeshift bunker of the north side of the base, M-COM Station A has only one possible sight line. This sight line requires taking position atop a rocky hill due east of the bunker. Even though the objective can not be easily observed, the area surrounding the bunker lacks any real opportunity to approach undetected. For attackers, this means that planting the charge will result in a high number of casualties unless defenders can be kept away from the objective by using a helicopter or by heavy weapons fire from vehicles. Defenders will try to camp this location, so attackers should throw in a grenade to flush out any threats prior to entering. The same can be said about attackers, who will remain within the bunker after planting the charge. Defenders will have to clear the room before entering to safely disarm the charge. Defenders would be wise to place C4 within the bunker and wait for an attacking squad to enter before detonating to maximize the potential of this booby trap.

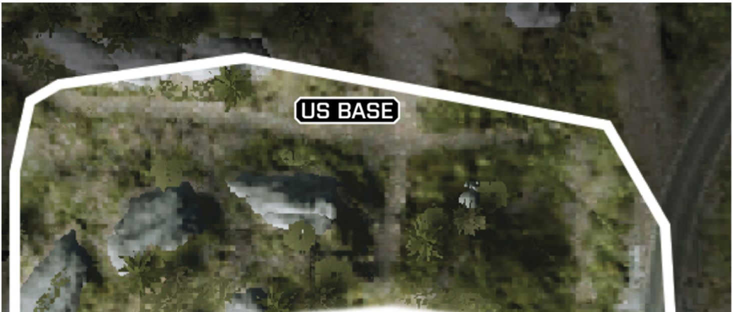
M-COM Station B

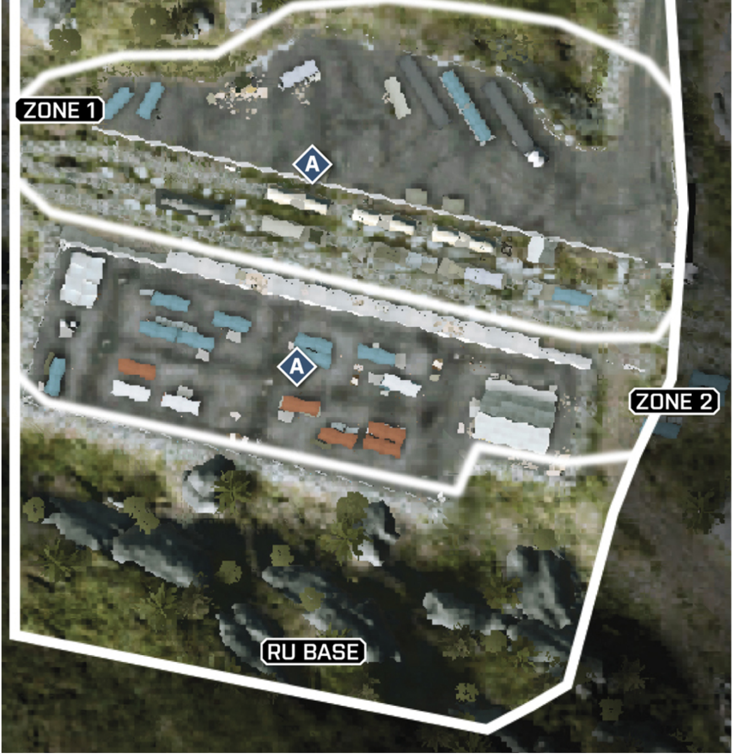


Located beside weapons crates under a covered area on the south side of the base, M-COM Station B cannot be observed easily. However, you can observe units approaching this area by taking position atop the watchtower or the second story of the building on the base's south side. Attackers attempting to arm a charge on this objective should approach from the west and climb over the sandbags there. Defenders benefit from having their helicopter maintain a presence west of the base, guarding against the approach of vehicles from the north and bombarding enemy infantry as they approach. Engineers should be in place to target and destroy the attackers' helicopter when it comes to threaten the MI-28 Havoc. Attackers should bring their ASRAD in close from the north and use its secondary fire option to fire upon the objective site and suppress defenders that are encamped there and in the building on the south side of the base.

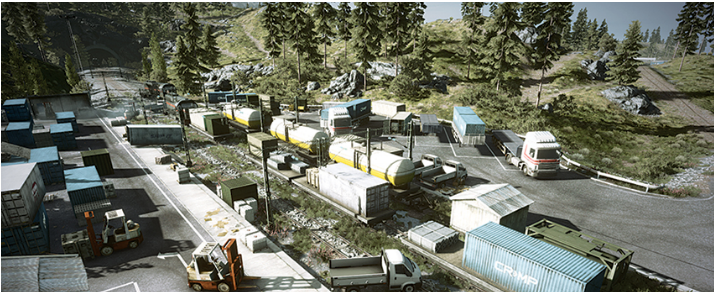
Squad Rush

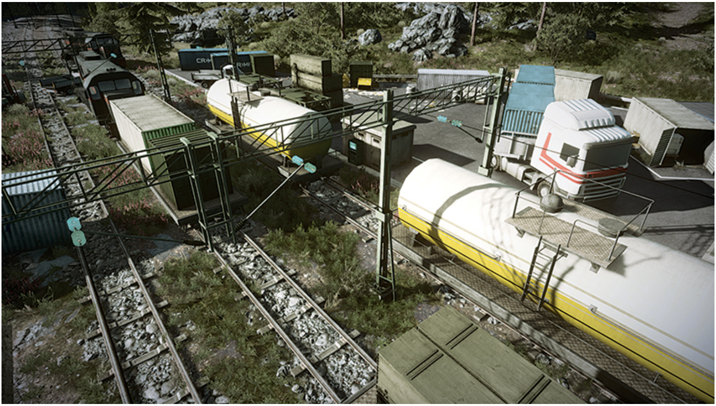
Kiasar Railroad's Squad Rush battle is focused around the Train Station. This location provides plenty of opportunities for cover and flanking your enemy by using the train cars and shipping containers that stand about the station. Sight lines are few and far between, so recon soldiers should opt to use shotguns or PDWs instead of their sniper rifles. During this face-paced firefight, deployment of MAVs is useful when approaching objectives to ensure that hostiles are not hiding around the next bend. Attackers and defenders alike will find that fanning out as they advance upon the objective works well to root out hostiles that may be camping around the objective. The fight here may be reminiscent of a deathmatch round, but the placement of booby traps like C4 and claymores will help your team maintain control of the chaos in the field. For soldiers looking to camp objectives, expect to be stabbed in the back frequently if a squad mate is not there to cover your back.





Zone 1





During the first stage of this battle, the M-COM is on the north side of the Train Station against a power box near a tanker car. Defenders should deploy a MAV to observe the movements of attackers entering the area from the north. When camping this objective, defenders should take positions north of the objective since attackers will run through the area without looking back at the container or vehicle they just ran past. Attackers should approach from the west, as the train cars run parallel with the objective, offering sight lines past the objective to spot oncoming defenders while providing cover positions that attackers can duck into. Soldiers proficient with grenades can use the train cars and shipping containers here to deflect their grenades and limit the amount of time they are exposed while throwing them.

Zone 2

EVXO
EVXO
EVXO

The objective of the second stage of this battle is on the south side of the Train Station, positioned against a blue shipping container. Defenders are afforded a sight line of the objective. This sight line is on the southeast side of the Train Station, behind a building near the fence line. From this position, defenders can fire on hostiles as they attempt to plant a charge and bleed the enemy of tickets until they are aware of the direction of fire. Savvy attackers will also exploit this position, as they will be able to cover their squad mates from here after the charge is planted and pick off defenders attempting to disarm. With most of the firefight occurring in the southeast corner of the station, deployment of T-UGS motion sensors can assist squads in detecting the enemy's movements. While this fight will be bloody and cutthroat to the end, the first team to place booby traps and maintain them on the field will quickly overpower their foe.

Air Superiority

Unlike other maps, Air Superiority over Kiasar Railroad offers few advantages for pilots. Teams should prioritize their loadouts to include fire extinguishers and air radar. The objectives are suspended above the lake, except for Objective A, which is above the foot of the mountain range. Combat will see enemies attempting to stay on a plane's six. If the enemy begins to tail, planes can be brought in low and skim across the lake. Less experienced pilots may follow and crash into the water or the lakeshore, as they are unable to pull up in time. Teams should maintain contact with one another and fly in formation. This tactic offers even unexperienced pilots a fighting chance here, as their wingmen can attract the fire of enemy fighters while one of the squadron moves in to claim the objectives. When attempting to shake enemy fighters, use hard banks and air brakes to break their weapon locks. Outflying and outwitting the enemy is the name of the game.

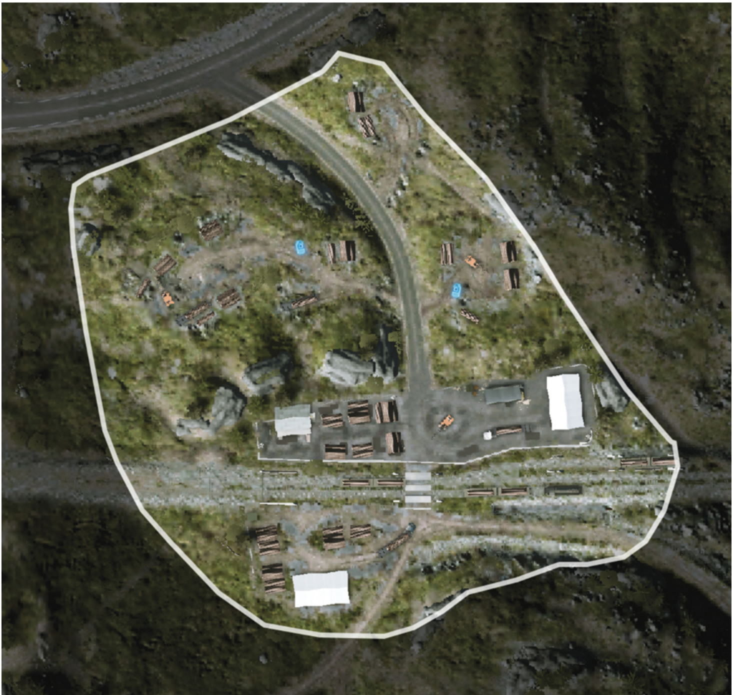
Jet Unlock Progression

Image	Name	Loadout Slot	Points	Description
	IR Flares	Gadget	300	Infrared flare launchers that when launched will distract incoming missiles and cause them to miss their locked target.
	Heat Seekers	Weapon	700	Heat-seeking missiles launched by the pilot that lock on to and track enemy aircraft.
	Stealth	Upgrade	1500	Engine tuning and fuselage coating materials disguise your vehicle's infrared signature, thereby increasing enemy locking and tracking difficulty and decreasing the time you are revealed to the enemy when spotted.
	Belt Speed	Upgrade	2700	An enhanced mechanism that decreases the minimum time between firing bursts with your main weapon.
	Proximity Scan	Upgrade	4200	External sensors detect and reveal enemy units on your minimap.
	Rocket Pods	Weapon	6200	A set of unguided FFAR Rocket Pods mounted under the wings.
	Air Radar	Upgrade	8600	The range of your minimap increases greatly and reveals all friendly and enemy aircraft.
	Extinguisher	Gadget	11600	A controlled air pressure release in the engine compartment will extinguish engine fires when activated, helping a disabled aircraft return to normal operation and recover from damage.
	Below Radar	Upgrade	15000	When flying at low altitudes, your heat signature is decreased, hiding you from enemy radar and preventing enemy air-to-air missile systems from locking on to you.

	Maintenance	Upgrade	19000	Preventative maintenance procedures improve your vehicles recovery from damage.
	Guided Missile	Weapon	24000	Laser-guided missiles launched by the pilot which lock on to and track enemy land vehicles and can acquire laser-designated targets even if they are out of line of sight.
	Beam Scanning	Upgrade	29000	A computer upgrade for advanced weapon systems that helps you lock on to enemy targets faster when using heat-seeking or laser-guided missiles.
	ECM Jammer	Gadget	35000	Electronic countermeasures including chaff launchers and deceptive transmitters prevent your aircraft from being locked on to by enemy weapon systems for a short time when activated.

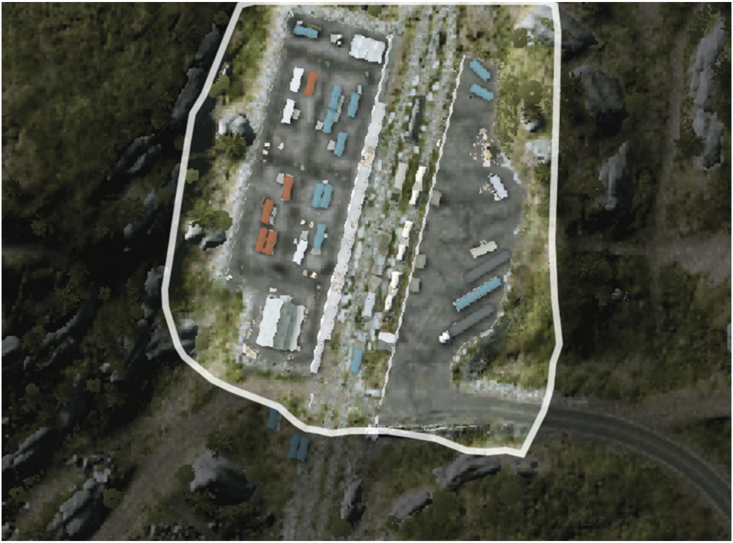
Squad Deathmatch

In this mode, the action is focused around the Lumber Yard of Kiasar Railroad and the surrounding hills. While the squads can exploit the IFV to maintain the Lumber Yard area itself, once it's off-road the vehicle is susceptible to being destroyed by engineers and support-class soldiers that entrench themselves among the timber piles that surround the yard. When driving the IFV through these roads, keep an eye out for mines and the occasional SOFLAM on a hill. Gaining the advantage in this battle will require maintaining a presence at the Lumber Yard, using the sight lines that are available here—like the two-story office and storage area to the southwest—to pick off enemy squads as they pass through the area. During the battle, uncoordinated squads lacking experience or lone wolves will have a difficult time ripping the Lumber Yard from the grasp of more experienced squads working as a unit to shut down the enemy advance.

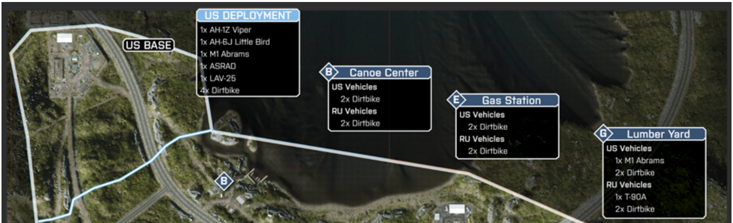


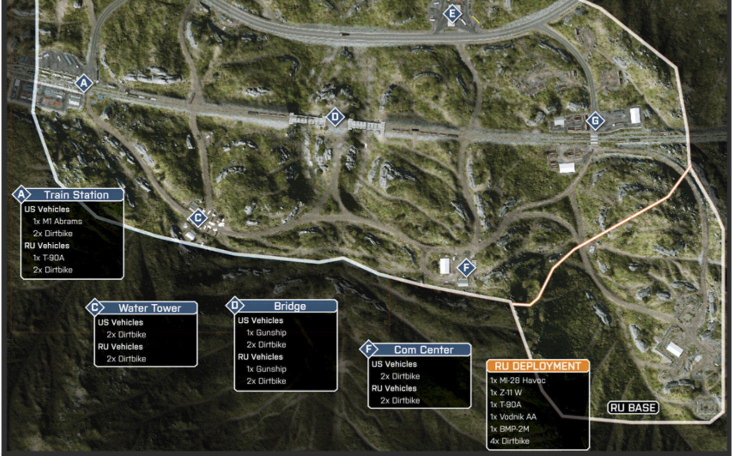
Team Deathmatch

For Team Deathmatch, the carnage enfolds in the Train Station, where there is plenty of cover in the form of train cars, shipping containers, and semi-trucks. The battle will play out through close-quarters combat, with the only sight lines running east and west between the cover spots that sit parallel to one another in the field. Experienced teams will opt to keep the conflict on the south side of the Train Station, making use of the shipping containers to flank and overpower their opposition. While T-UGS motion sensors are commonly used during a Team Deathmatch battle, the deployment of MAVs can be much more beneficial here given the exposure of the field from above. This tactic will alert the team of enemy positions as the frantic combat below comes to a head. While shotguns are the go-to weapon for this mode, the long corridors created by the train cars let the worth of carbines shine. While weaving in and out of cover, teams should be placing claymores to dominate the opposition as they negotiate the confines of the rail yard.



Conquest 64

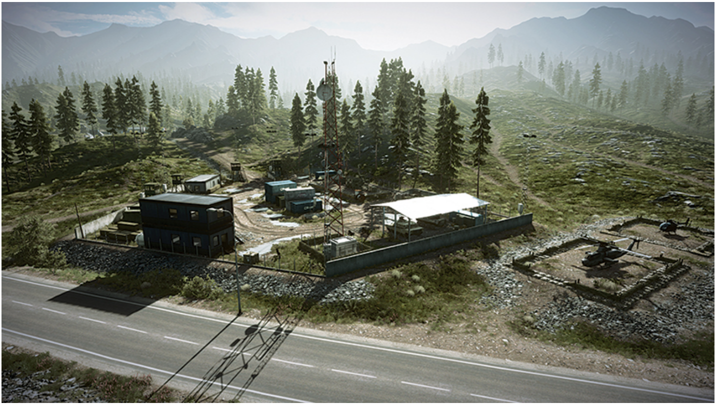




Click here for interactive maps

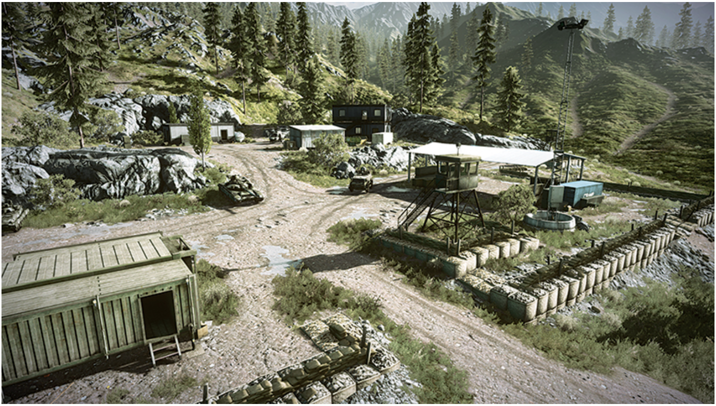
During Conquest 64, the map territory is expanded to include the Train Station (A) and Lumber Yard (G) as control points, resulting in seven control points being contested. This expansion also pushes back the deployment zones of both teams, with the US team deploying from the northwest edge of the map and the RU team deploying from the southeast. This shift in deployment positions also results in a staggered advantage for both teams, with the Train Station (A) and Canoe Center (B) being quickly captured by the US team and the Lumber Yard (G) and Com Center (F) being captured early on by the RU team. Once again, the Bridge (D) is in the center, and is flanked by the Water Tower (C) and the Gas Station (E). This distribution of control points leaves the central three points up for contention by both teams, as neither team deploys within their immediate vicinity. The result is a frantic battle in which beating your enemy requires consideration of how to best defend against attacks on the map's uneven terrain. One advantage afforded to both teams in is the tank, but this lumbering vehicle is better suited to performing patrols through the map's north side on the road near the lake.

US Base



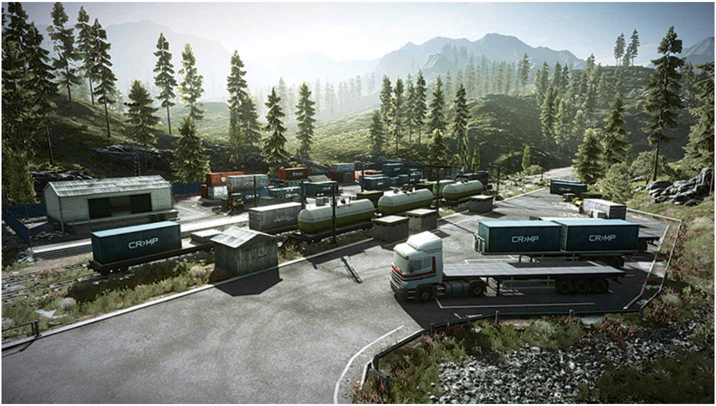
Deploying from the northwest, the US team is poised to quickly capture the Canoe Center (B), which is located on the edge of the lake. After claiming this point, the team can proceed to the southwest and claim the Train Station (A) with little resistance. The team would be wise to divide its resources to accomplish this, with squads moving to the Train Station (A) while others proceed southeast to gain control of the Bridge (D). While infantry are moving toward the Bridge (D), the team's helicopters should advance to the area to hold back hostiles that are approaching the area from the southeast. The M1 Abrams should avoid the area around the Bridge (D) and continue from the Canoe Center (B) to the Gas Station (E) by way of the northern road. The tank is more than equipped to capture this point single-handedly, as well as push back resistance it encounters along the way.

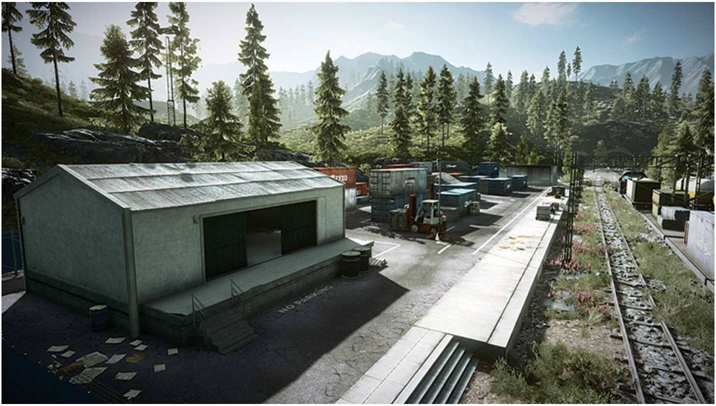
RU Base

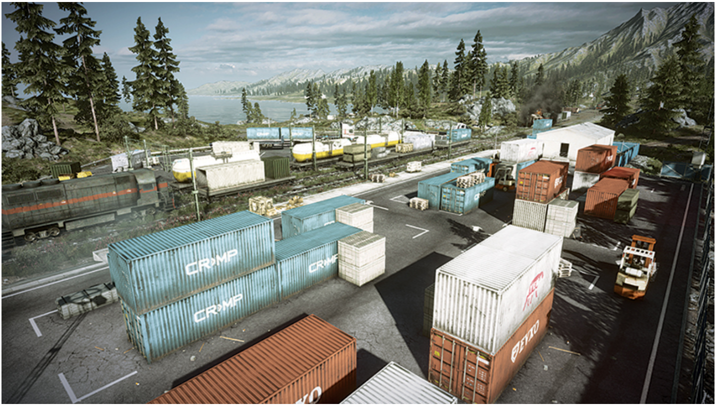


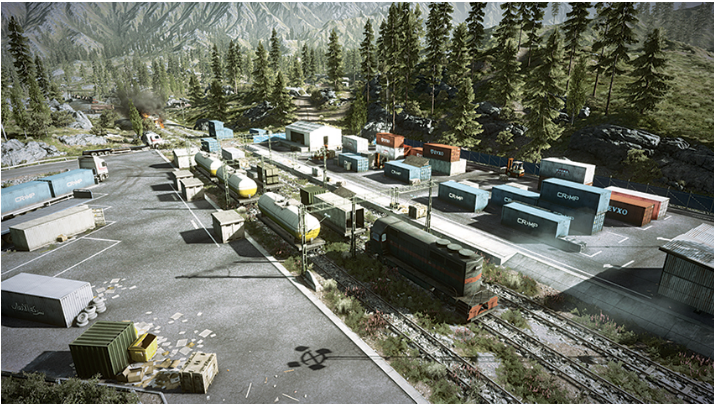
Deploying uphill from the southeast end of the map, the RU team will quickly move in and control the Com Center (F), which is immediately west of the deployment area. From this point, the team can move to control the Lumber Yard (G) to the northeast or continue west to capture the Water Tower (C). One advantage to controlling the southern control points is that the entire region is uphill from the rest of the battlefield. Taking advantage of this elevated position allows the team's Vodnik AA and T-90A to fire upon enemy helicopters and the northern control points. The team's helicopters should move toward the Bridge (D) early on and patrol this location until infantry can arrive to secure the point. Once the Bridge (D) is secured, the Dropship can be used to fire upon the US team-controlled north and push back hostiles that are attempting to make their way uphill.

Train Station



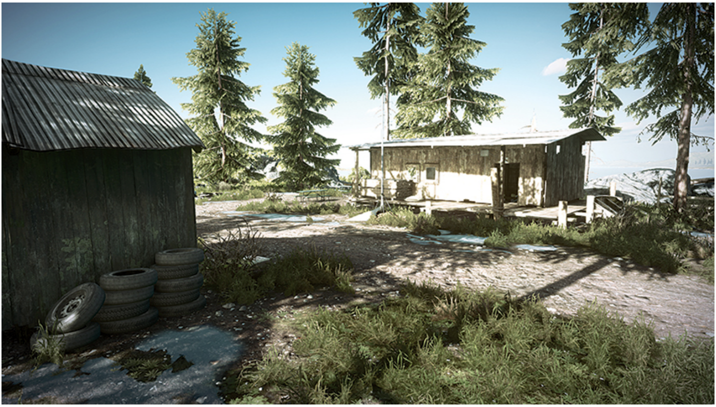






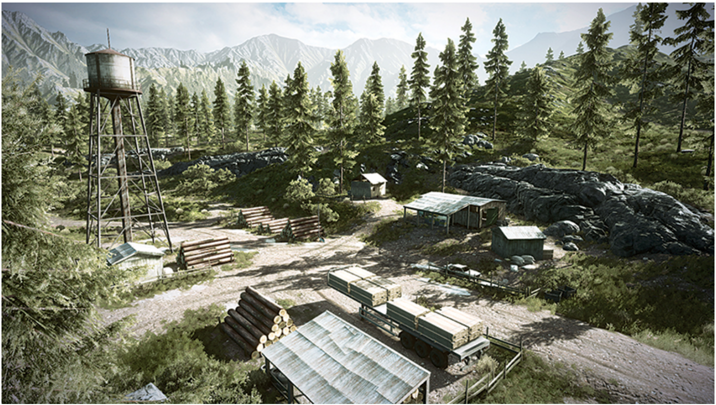
Located in the far west, the Train Station (A) is likely to be controlled through most of the battle by the US team given its proximity to the US team's deployment. Its flag is exposed on the south side of the station near a forklift. Although it is exposed to attack from the east and from the air, the flag is obscured from view by train cars and shipping containers to attackers advancing on this control point from the north,. Larger vehicles should not stay near the shipping containers here, as avoiding mines and C4 attack can be difficult when navigating the confines of the station. Instead, these vehicles should opt to escort infantry units into the station and fire on hostiles from afar, making sure that escape is possible if engineers or support class soldiers are in the area. When approaching this area, watch the hills behind the station to the south for snipers that have taken position atop the rocky ridge there.

Canoe Center



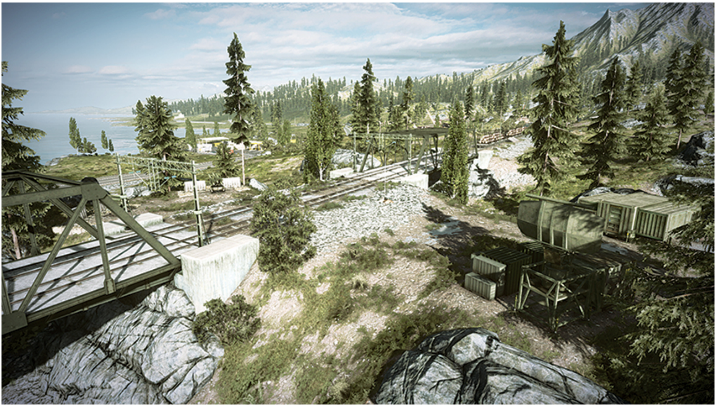
Positioned on the northwest corner of the map, the Canoe Center (B) flag is located in front of the hollowed-out lakeside building. When attempting to capture this control point, teams should move into the building since the exposure of this area leaves infantry vulnerable to attack from the opposing team's helicopters. An approach can be made either from the road (which leads directly from the US team's deployment) or the lake. To the east of the flag is a rocky hill that can be used to clearly view the flag area. This sniper perch also affords a view of inside the north building, which is prone to hosting campers. While the building on the south side can provide cover, the nearby red gas tank can be exploded to eliminate threats hiding within the building or the nearby yellow dumpster.

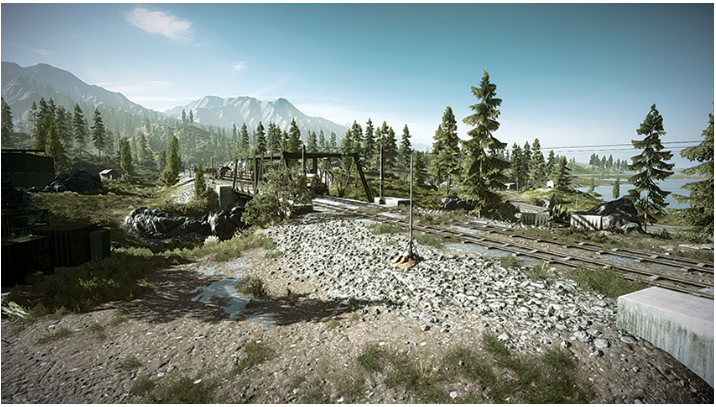
Water Tower



Located on the southwest corner of the map, the Water Tower (C) flag is exposed near a timber pile, between three buildings. When capturing this point, teams should be watchful for hostiles attempting to flank the area by approaching from the map's southern edge. As the point is being captured, it would be best to take cover on the east side of the timber pile, near the flag, thereby reducing the chance of being fired upon by the opposing team's IFV, which can use the roads cutting through this region to access the control point. The advantage to this control point being exposed is that helicopters can be used to escort infantry units into the area and clear the way for their advance. Helicopters should be wary when entering the area, though, as engineers can use the buildings to hide while attempting to get a lock with their anti-aircraft weapons.

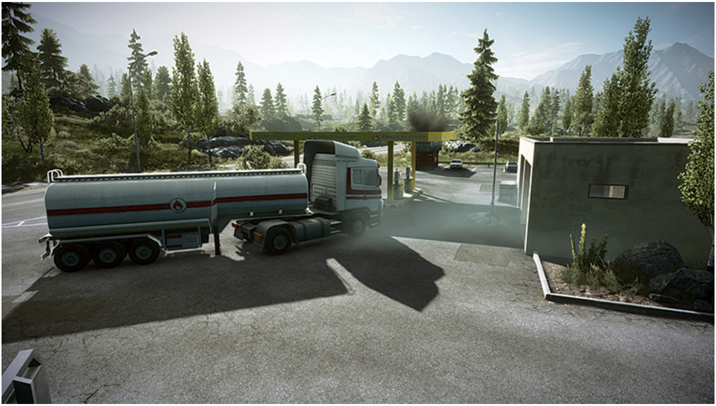
Bridge





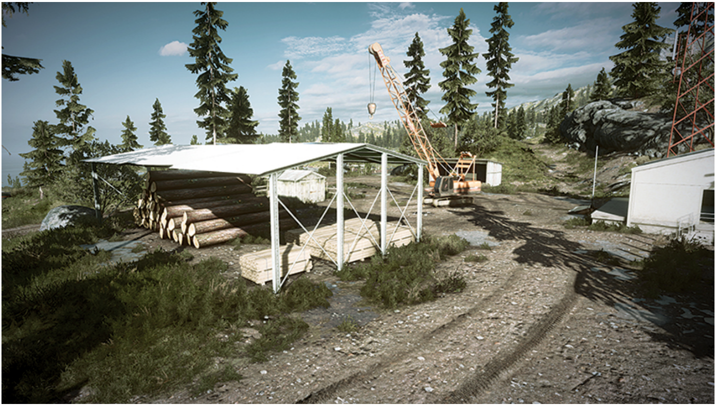
Easily the most contested point on the map, the Bridge (D) is in the center of the map, with its flag being on the hill between the two bridges. Teams should not allow their IFVs or AA jeeps to stay on the bridges for any length of time, as helicopters can pick off these vehicles that have difficulty turning on a bridge. Dirtbikes, on the other hand, can rush through the bridges and approach the flag with ease. Planting mines underneath these bridges is helpful in preventing traffic from passing beneath them and flanking your team while the point is being captured. Once it is captured, teams should coordinate their movements with the Dropship, spotting enemy vehicle positions so that this powerful weapon can pick them off as they move through the uneven terrain. From the north side of the Bridge (D) area, IFVs can fire on the Gas Station (E) to the northeast and eliminate threats entrenched there.

Gas Station



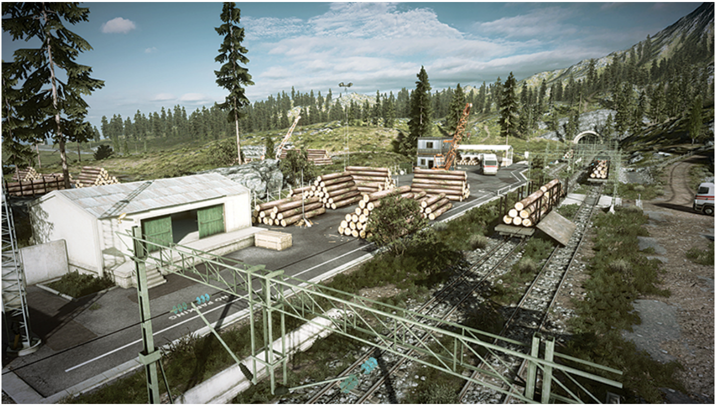
Located on the northeast side of the map, the Gas Station (E) flag is exposed near the building to the north of the gas pumps. This control point is accessible from multiple angles. The point can be captured from within the building, which is a far better option than capturing while standing near the semi-truck. Teams should be careful to watch for hostiles that try to flank by approaching from the lake to the north and passing through the rear door of the building. While capturing this point, a squad mate should take position on top of the nearby building to be a lookout for the enemy. When moving in on the control point from the west, stay off the road and use the shipping containers on the edge of the lot to scout the location before advancing. Deployment of a MAV helps when scouting this large area for enemy campers, as well as for monitoring the rear of the lot while capturing the point.

Com Center



On the southeast end of the map is the Com Center (F). Its flag is exposed within the center of three structures. When capturing this control point, a squad should divide up to cover the surrounding area while one member captures the point. While capturing the point, the other squad mates should plant mines around the crane in the center of the yard. As dirtbikes rush into the area, these mines will ensure that the point is not easily captured. The shack on the east side of the yard can be used for cover when maintaining control of this point. Should the firefight get too intense, the door on the east side of the shack can provide a quick escape north into the brush. Approaching this area from the north requires an uphill climb, and since this hinders visibility of the control point, infantry units should deploy a MAV to scout the area during their approach.

Lumber Yard

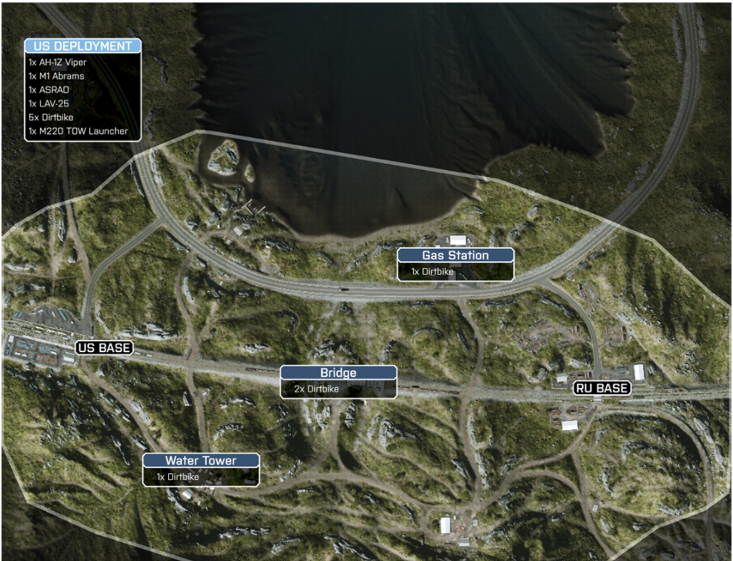


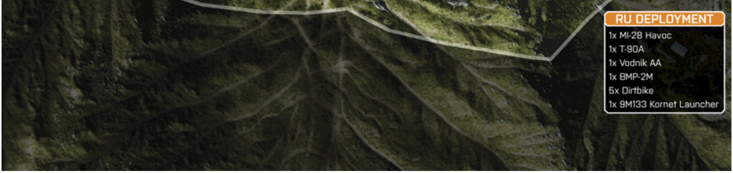
Because it is the farthest east control point on the map, the Lumber Yard (G) will most likely be controlled by the RU team throughout most of the battle. The flag is located on the Lumber Yard's west side and is surrounded by piles of timber. It may seen exposed but is actually one of the map's most fortified control points. For a team trying to capture this point, these piles of timber can also provide hostile squads with an opportunity to flank the unobservant. While a squad is capturing this point, it would be wise to position a sniper in the second-floor window of the office to the east. This sniper can spot and pick off hostiles that are approaching the flag area. When entering this area, it is a good idea to make sure this office building is clear before approaching the flag. For the team looking to maintain this point with minimal effort, placing claymores near the timber piles is an efficient method to retain control.

Caution

While the timber piles provide good cover from enemy infantry, these ramparts are easily breached by the high-powered weaponry of tanks, IFVs, and AA jeeps.

Capture the Flag





Click here for interactive maps

During Capture the Flag, the Kiasar Railroad map boundaries are wide enough to include the north shore and southern hillside. The US team's flag is located at the Train Station on the map's western edge. The flag is on the west side of a stack of shipping containers standing along the railway. The RU team's flag is on the east side of the map, at the Lumber Yard, west of the timber piles. Both bases are situated on the rail line that cuts through the region. Because the flags are situated along the rail, both teams will make use of dirtbikes to rush their enemy's base by following the rails. Although this method is perfect when in combat against a novice team, more experienced teams will booby-trap the railway to eliminate vehicles that attempt this. Both teams are allotted an assortment of vehicles at their base to utilize in battle. In addition to these, there are two extra dirtbikes at the Bridge, as well as a single dirtbike at both the Gas Station to the northeast and the Water Tower to the southwest. While the dirtbikes at the Bridge are convenient when passing though, the dirtbikes located at the Gas Station and the Water Tower can be more of a distraction than an asset while moving to capture the opposing team's flag.

US Base

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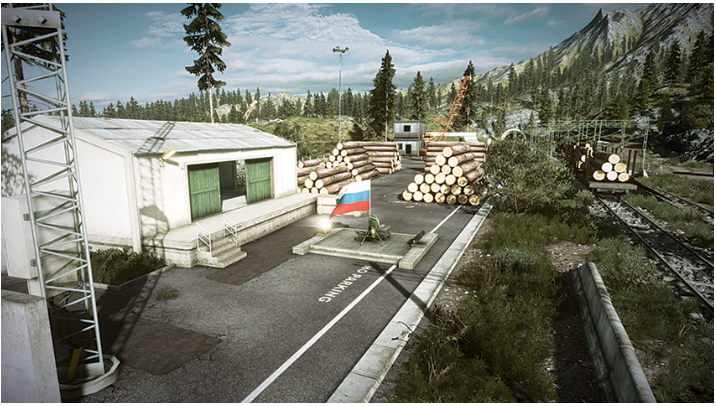
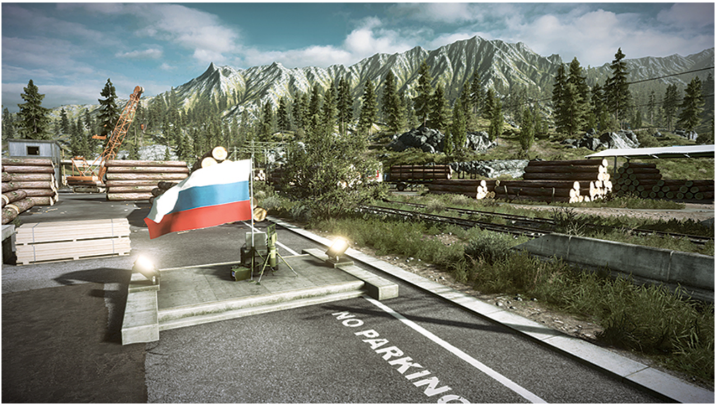
Located at the Train Station on the maps west side, the US Base is vulnerable to being flanked from both the north and the south. An efficient tactic to monitor the base and the surrounding area is for the team's helicopter to maintain a presence above the Train Station. This means infantry units can be alerted early to fast moving dirtbikes that are closing in to capture the flag. Another vehicle that should stay within the vicinity of the base is the ASRAD, which can defend the base from both land vehicles and the enemy helicopter. While these two vehicles maintain a presence here, the M1 Abrams and LAV-25 can advance southeast to bombard the RU base from afar and the US team's dirtbikes enter the Lumber Yard to take possession of the flag. When returning, vehicles should avoid staying on the rails, as they are sure to be littered with mines.

RU Base

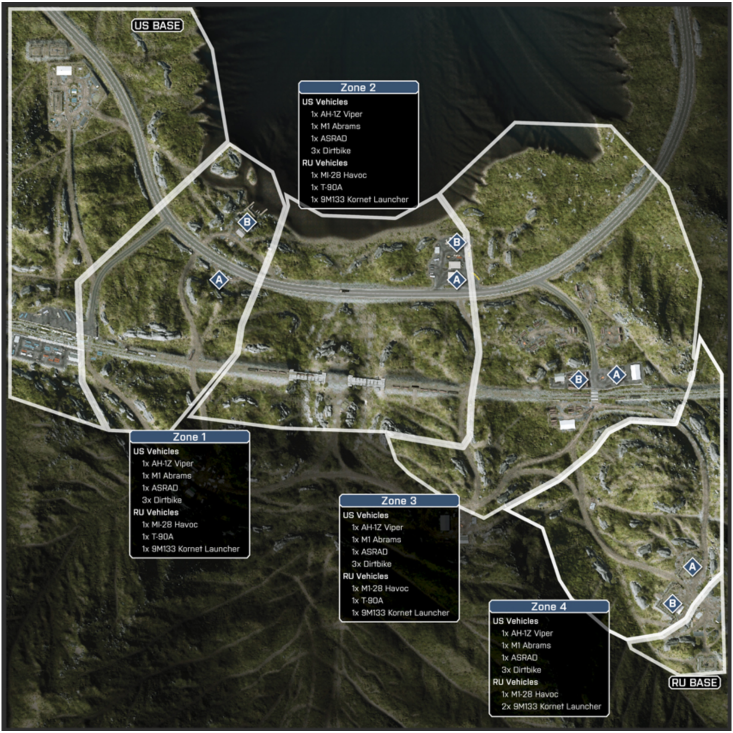




Located at the Lumber Yard on the east side of the map, the flag of the RU Base is among timber piles on the yard's west side. To provide a vantage point over the flag, a recon soldier should take position inside of the office on the east side of the yard. From the second-floor windows, a sniper can observe the flag and the surrounding area. A helicopter should circle the Lumber Yard and maintain a presence over this area to spot enemies as they approach. While this task can be performed by the sniper in the office building, the helicopter has the firepower sufficient to eliminate the threat presented by larger vehicles. Placing mines along the tracks near the west entrance to the Lumber Yard can prevent fast-moving dirtbikes from taking the flag by surprise. Placing the Vodnik AA at the yard's north entrance can help push back hostiles coming from the northern road, as well as pose a significant threat to the enemy helicopter if it comes within the Lumber Yard's airspace. When advancing on the US team's base, the attack should be directed from the south, as the hills provide an elevated position to fire on the base with the T-90A and BMP-2M.

Rush

The Rush battle of Kiasar Railroad follows the northern road, moving south along the lake into the Lumber Yard before concluding at the hillside base in the southeast. The placement of M-COM Stations in each stage of this battle forces teams to engage in open conflict as the landscape offers opportunities to flank and overwhelm the opposition. While attackers are afforded the benefit of the ASRAD and dirtbikes throughout the battle, the defenders' MI-28 Havoc, in the hands of an experienced pilot, will provide a firm resistance to attacks. An essential tactic is to use the elevated positions of the terrain to gain the advantage through each stage in the battle. For attackers, the greatest threat on this map comes from a defending team that is well versed in the use of MAVs to reveal the positions of attackers and coordinate the placement of booby traps to disable their vehicles.



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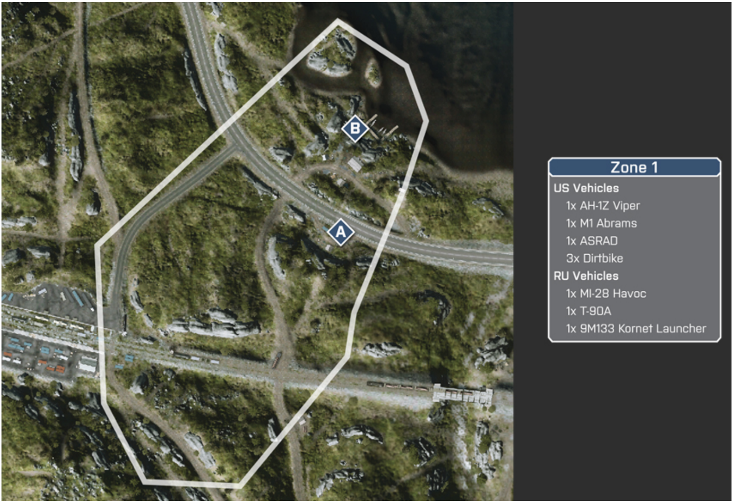
Zone 1: Canoe Center



Zone 1

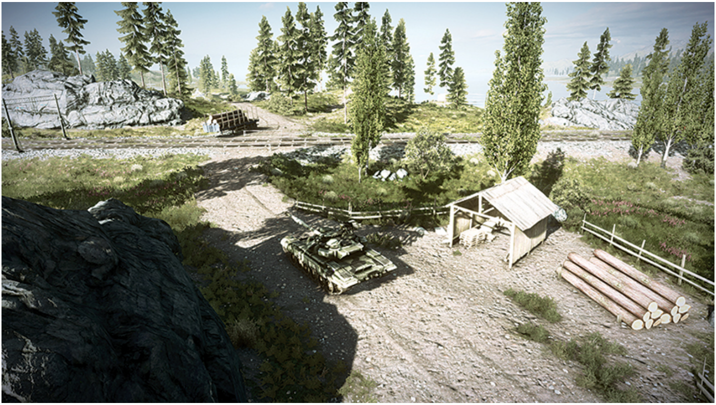
US Vehicles
- 1x AH-1Z Viper
- 1x M1 Abrams
- 1x ASRAD
- 3x Dirtbike

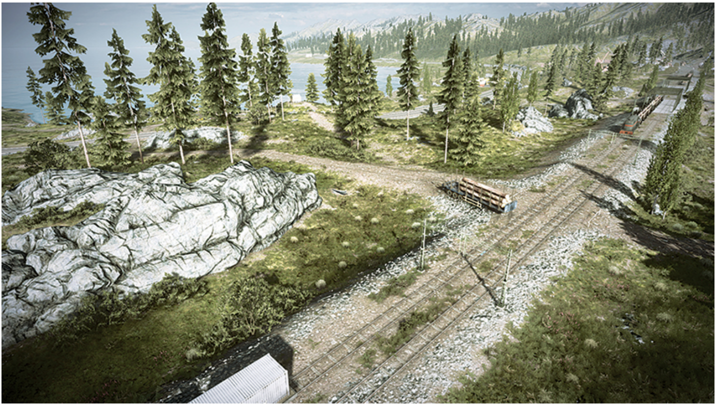
RU Vehicles
- 1x MI-28 Havoc
- 1x T-90A
- 1x 9M133 Kornet Launcher

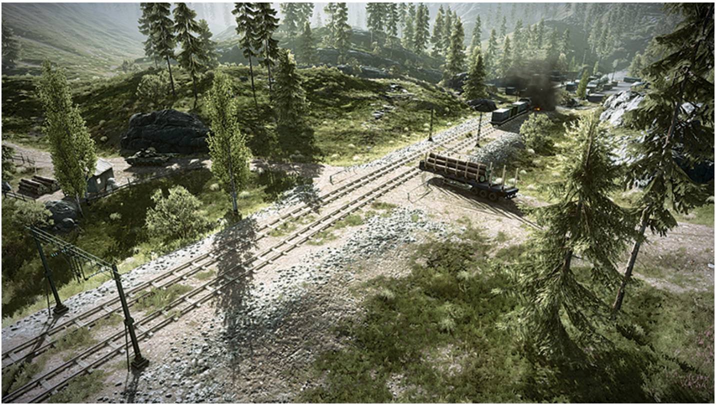
US Deployment

Deploying from their base to the northwest, the US team has the advantage of using the road to advance the M1 Abrams and ASRAD to the objectives quickly. This is overshadowed, however, by the 9M133 Kornet Launcher at the Canoe Center, which the defenders will use to push back the armored assault. While these vehicles approach the objective site, the AH-1Z Viper should be in the air above the Canoe Center to clear the area of defenders while infantry units descend upon the area. Attackers on dirtbikes would be wise to follow the lakeshore as they make their approach on the objective, avoiding the defenders that are descending on the area from the southeast. This approach from the north allows dirtbikes to drop off their passengers to plant a charge on the objectives and continue their path east, drawing enemy fire away from the objective area.

RU Deployment

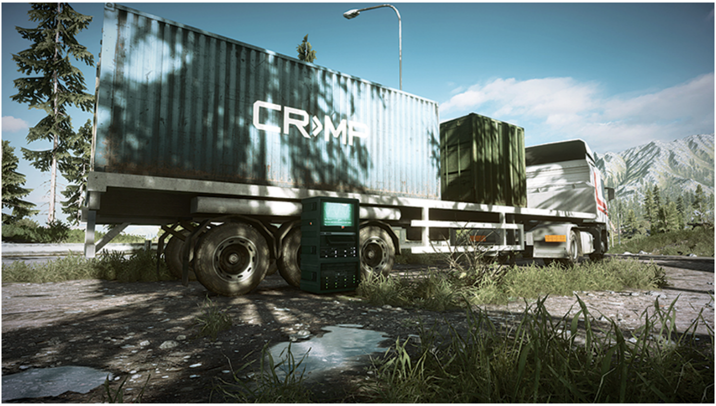






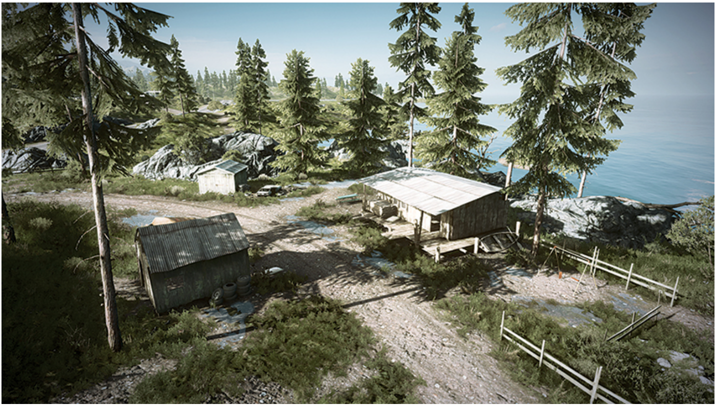
Deploying from the hills southeast of the Canoe Center, the defending team can quickly fortify the hill south of the road with a squad while other team members move north to entrench themselves at the Canoe Center. Because the T-90A deploys south of the objective, it can be placed on the hill overlooking the objective and fire upon attackers' vehicles as they move into the area from the northwest. Once in the air, the MI-28 Havoc should focus on patrolling the road leading northwest from the Canoe Center. As attackers approach from this direction, the MI-28 Havoc is more than capable of pushing back armored resistance moving from the US team's deployment area. Through coordinated efforts of the MI-28 Havoc and the T-90A to keep the attackers' vehicles at bay, defenders can force the attackers into a stalemate early on.

M-COM Station A



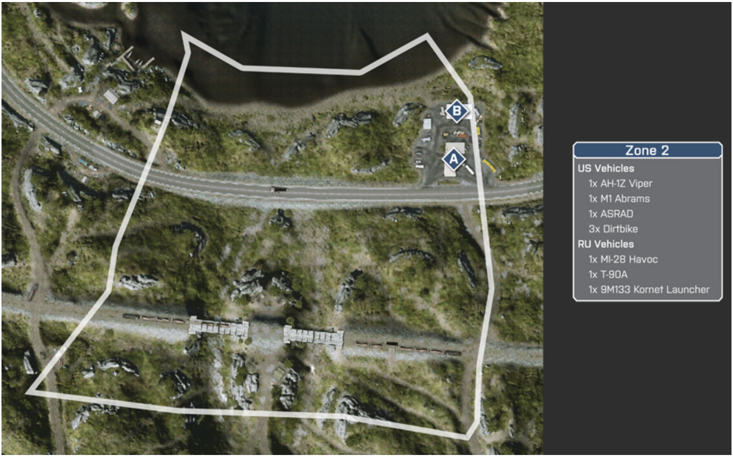
Positioned south of the Canoe Center, M-COM Station A is exposed on the south side of the parked semi-trailer here. For attackers, the difficulty in approaching the objective comes from the tendency for defenders to camp within the wooden shack nearby. Defenders making use of this tactic to defend the objective should be ready to retreat if the attackers' helicopter discovers them, as the wooden shack does not provide much cover against explosive weapons. Not only should attackers be wary of the shack when approaching the objective, but also the hill to the south, which serves as a sniper perch. Sight lines on this objective are limited, though, so defending this objective will require vigilance by helicopter and infantry set atop the nearby rocky ledge. Defenders and attackers would both benefit by deploying a MAV to survey this area before infantry approach the objective.

M-COM Station B



Located within the northern building at the Canoe Center at the lakeshore, M-COM Station B is a difficult prospect for attackers attempting to enter the area by the road to the south. Attackers on dirtbikes should make their move on this site by following the lakeshore southeast from their deployment. While the other attackers advance on the site by way of the road, stealthy attackers can approach the objective unseen while defenders are spread thin protecting M-COM Station A to the south from their armored vehicles. Defenders looking to protect the objective should place claymores inside of the building that houses it, and lie in wait near the shack west of the objective for attackers to cross their path. While it is possible to survey the area by helicopter, the nearby trees conceal the movements of infantry as they move around the objective and the buildings here.

Zone 2: Gas Station



US Deployment

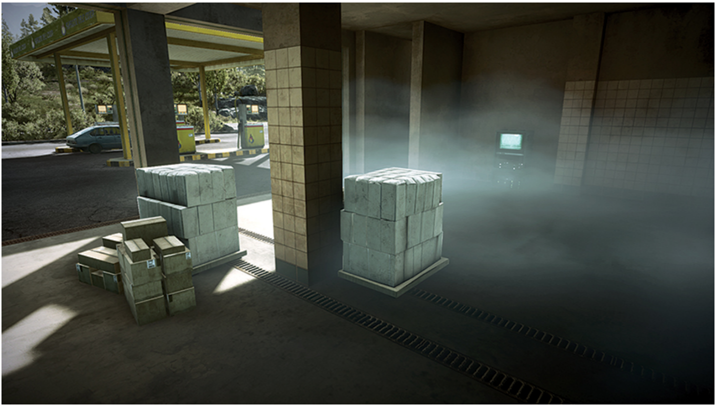
Deploying from the Canoe Center, the US team will have to proceed east to reach the objectives. As in Zone 1, this stage of the battle sees attackers using the road to advance to the Gas Station. While this is the most direct way to approach the area, it is possible for the M1 Abrams and ASRAD to traverse the lakeshore to the north of the road. By traveling along the lakeshore, it is possible to flank the objective area by moving through the Gas Station's north side. Dividing up the heavy vehicles is a good tactic to take the defenders by surprise, with the M1 Abrams moving to the objective by way of the road and the ASRAD cutting through the rear of the Gas Station and using its cannons' secondary fire to bombard the objective area during approach. Throughout the course of the battle, the AH-1Z Viper should take to the skies and patrol the area surrounding the Gas Station for defenders moving in from the east of the station and attempting to cut off attacking troops moving between the two objectives found there..

RU Deployment

Deploying from the east near the lakeshore, the RU team is able to quickly fortify the Gas Station objectives early on. Defenders should place snipers on the roof of the Gas Station to pick off attackers as they approach from the west. Setting a T-UGS motion sensor on the north side of the Gas Station lot is useful to monitor the activity around the station. . While this motion sensor can alert of attackers as they pass through, a MAV is an even better choice for detecting hostile troop movements because you can relocate the device easily. Once the MI-28 Havoc is in the air, the vehicle should proceed to the west of the Gas Station to cut off the attackers' tank and AA jeep as they approach and prevent these heavy-hitting vehicles from establishing a foothold at the Gas Station. With the MI-28 Havoc doing the heavy lifting outside of the Gas Station's vicinity, the T-90A can remain at the Gas Station to eliminate dirtbike and infantry units that enter the area.

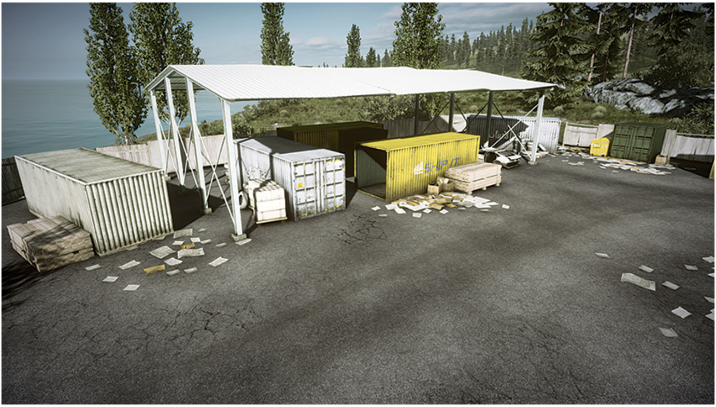
M-COM Station A

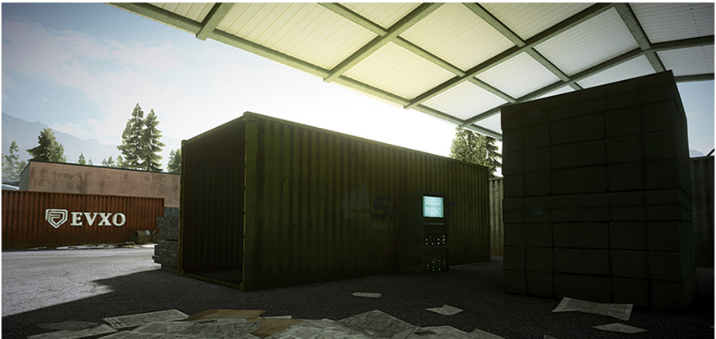
THIGER OIL CORP.



M-COM Station A is inside the garage building at the Gas Station. Attackers should approach by flanking the building to reduce their number of casualties. Dirtbikes should approach the building from the north and the south, and drop off their passengers as they continue past to draw fire away from teammates that are planting the charge. Defenders looking to maintain a presence near this objective should place claymores within the building and take positions on the rooftop. There are very few sight lines to directly monitor the objective and they usually require camping beside the nearby semi-trailer or going prone near the end of the Gas Station lot to the east. Attackers should deploy a MAV as they advance from the west to observe the building's rooftop, as well as get an overview of the Gas Station's east side.

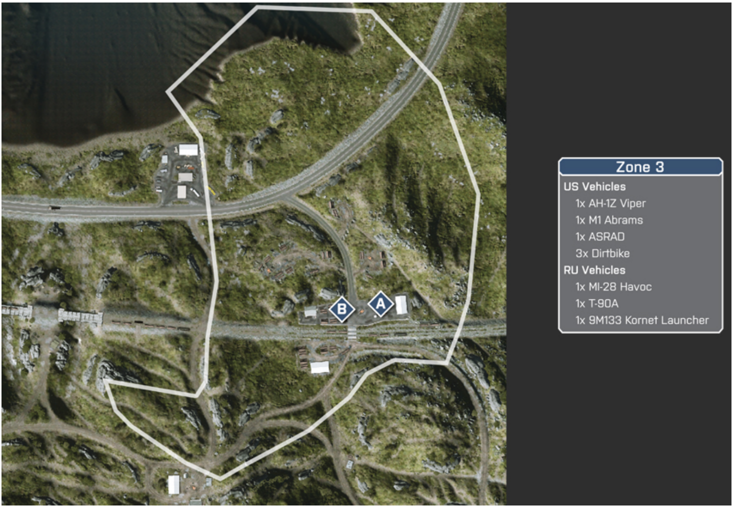
M-COM Station B





Located beneath a storage area between two yellow shipping containers on the north side of the Gas Station, M-COM Station B does not offer sight lines to observe the activity around it. While MAVs work great for monitoring the activity that occurs on the Gas Station property, MAVs have difficulty seeing soldiers that are concealed under the roof of the storage area. This means defenders must make use of T-UGS motion sensors—usually placed within the shipping containers themselves—to monitor the activity of the objective area. Given the confines of the area, attackers and defenders alike will not be able to approach the M-COM Station with a vehicle. Instead, defenders and attackers alike will be passing tanks through the north side of the Gas Station lot in an attempt to control this objective. Tank commanders that want to establish a presence here should remain on the grassy area to the north and the east after destroying the fence line to offer at least some visibility. By remaining off the pavement, tanks can avoid the mines that are littered around the Gas Station.

Zone 3: Lumber Yard



Zone 3

US Vehicles
- 1x AH-1Z Viper
- 1x M1 Abrams
- 1x ASRAD
- 3x Dirtbike

RU Vehicles
- 1x MI-28 Havoc
- 1x T-90A
- 1x 9M133 Kornet Launcher

US Deployment

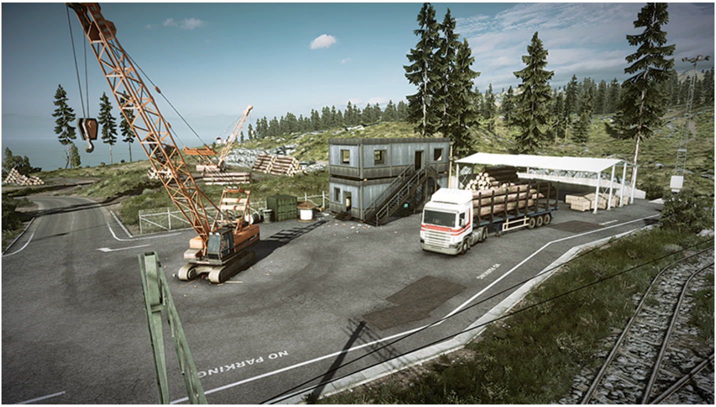
THAGER OIL CORP
THAGER OIL CORP.

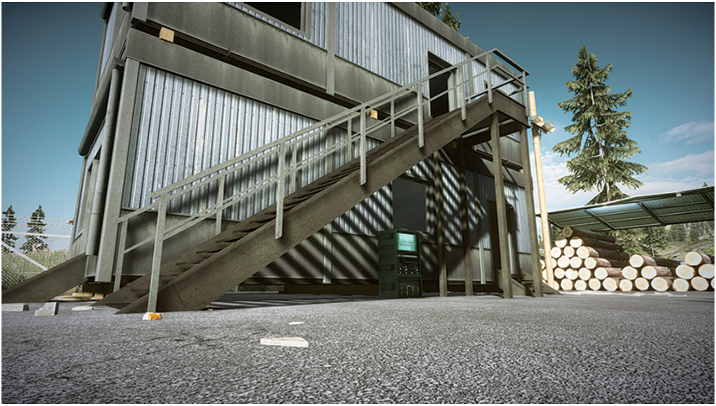
Deploying from the Gas Station, the US team will have to work their way uphill and to the south to approach the objectives. While the team can approach the Lumber Yard relatively unnoticed, securing the objectives will require a coordinated effort by both the armored vehicles and infantry units. When attacking the objectives, infantry should focus on flanking from the west and the east sides of the yard, while the heavily armed M1 Abrams and ASRAD take up positions in the center of the area to focus their firepower on the defenders that are deploying from the south. While this chaos ensues, the AH-1Z Viper can proceed south and approach the Lumber Yard from behind the defenders' deployment to eliminate threats en route to the yard. The team should focus its attention on one objective at a time to keep from being spread too thin between the objectives.

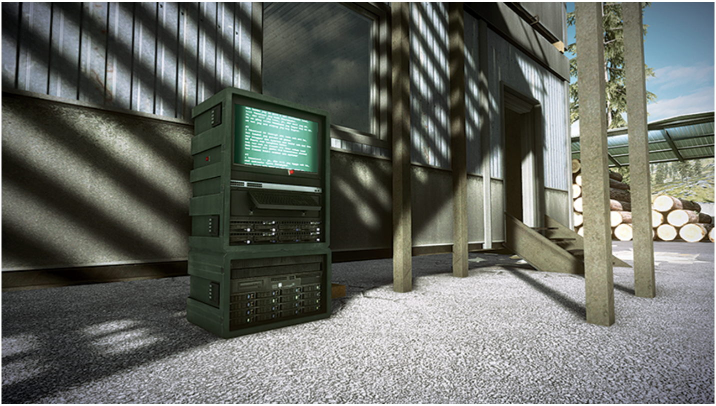
RU Deployment

Deploying south of the Lumber Yard, the RU team can advance and quickly take up positions throughout the yard. Fortifying the yard is essential when defending the objectives here. One opportunity to secure the area is from within the two-story office building on the east side of the yard. From the second floor, defender snipers can cover the west side of the yard and attack hostiles that are approaching the timber piles there, as well as observe movements slightly to the north. The MI-28 Havoc should monitor the approach of vehicles from the north and alert infantry units if heavy vehicles attempt to flank the yard by keeping off the road to the north. The lumber piles to the west side of the yard can be destroyed by the heavy weapons found on tanks and AA jeeps. These large piles form good cover for the attacking forces and should be destroyed to allow for greater visibility of enemy movements.

M-COM Station A





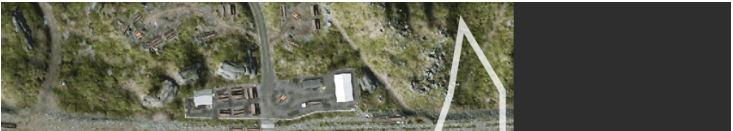


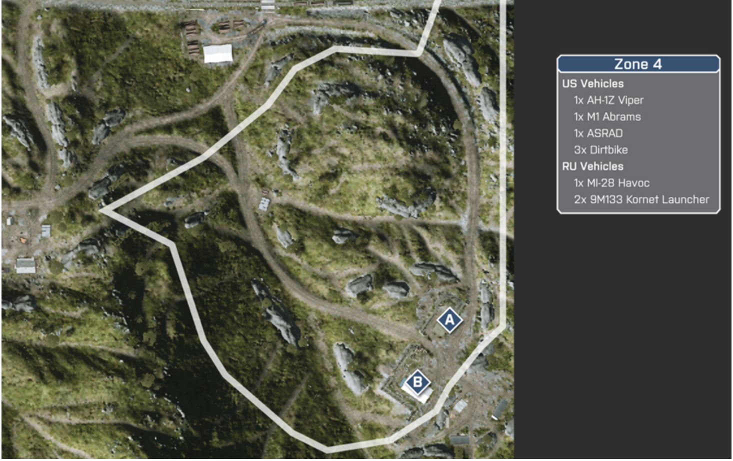
M-COM Station A is positioned below the stairs leading to the second floor of the office building on the east side of the Lumber Yard. The objective is exposed, so attackers should use care when attempting to plant a charge. Defenders looking to keep the objective in their view can take position on the rocky hill to the southeast of the objective. Although not concealed while here, a skilled sniper can eliminate threats that approach the objective and then relocate before being spotted. Attackers should also clear the first floor of the office building while their teammates are planting the charge, as the building is a home for camping defenders. Defenders looking to protect the objective can use the covered storage area on the east side of the yard to maintain cover while firing on the objective area.

M-COM Station B

Located among piles of timber on the Lumber Yard's west side, M-COM Station B is open to attack from the north. Attackers looking to approach the objective should break through the chain-link fence north of the lumber piles to avoid the attention of defenders that will be focusing on the M1 Abrams and ASRAD as they enter the Lumber Yard. Defenders should use the T-90A to blow apart the timber piles and remove some of the potential cover so that it can't be exploited by attackers. The defenders' narrow sight line requires a sniper to be within the building on the west side of the yard and peer out from the large double doors toward the objective. Helicopters from both teams will be circling this objective, so engineers should be focused on destroying these prying eyes as their teammates make their approach.

Zone 4: Hillside Base





Zone 4

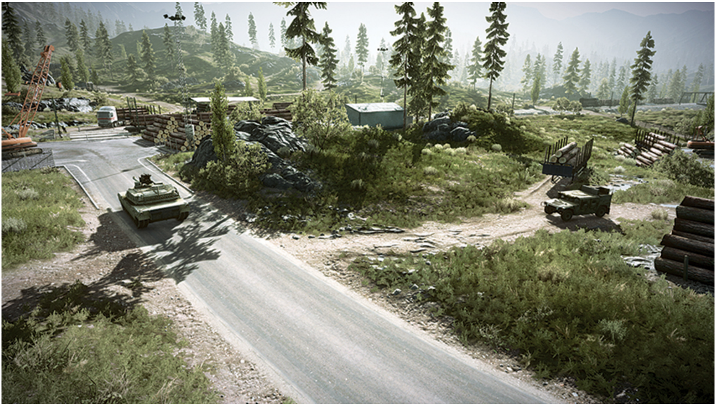
US Vehicles

- 1x AH-1Z Viper
- 1x M1 Abrams
- 1x ASRAD
- 3x Dirtbike

RU Vehicles

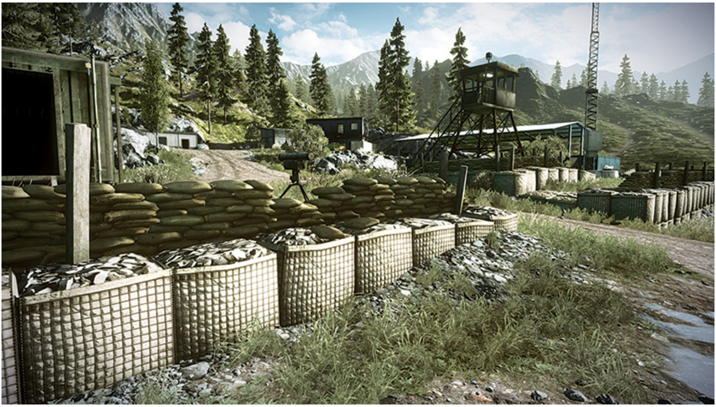
- 1x MI-28 Havoc
- 2x 9M133 Kornet Launcher

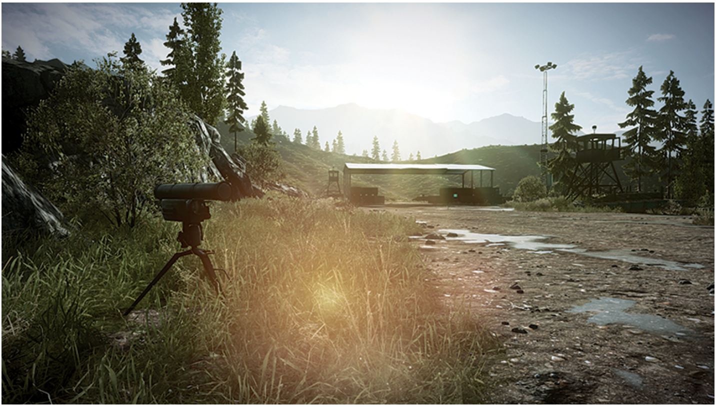
US Deployment



This final stage of the battle sees the US team deploying from the Lumber Yard. With the objectives located at the hillside base to the southeast, the attackers will have to make their way uphill as they move southeast to engage their target. While two roads lead to the base from the Lumber Yard, it would be wise to keep the M1 Abrams and ASRAD off them with and move directly south to approach the objectives from the west, flanking defenders in the process. If the AH-1Z Viper can eliminate the MI-28 Havoc and keep it out of the skies, the US team will have only infantry units to contend against. By making use of the M1 Abrams and ASRAD, the attackers can overpower and maintain a firm presence at the hillside base throughout this final stage of the battle.

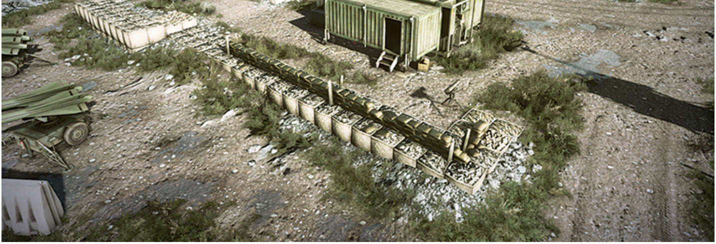
RU Deployment

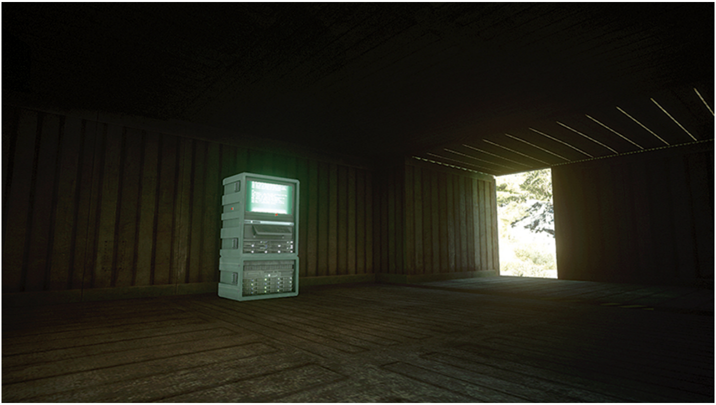




At this stage of the battle, the RU team is at a great disadvantage. With only the MI-28 Havoc and two 9M133 Kornet Launchers to provide defense, the team will have to coordinate their movements to prevent the attackers from making their way uphill from the north. Defending engineers should focus their attention on destroying the AH-1Z Viper and free up the skies for their MI-28 Havoc to handle the task of eliminating the threat presented by the opponents' tank and AA jeep. To control the flow of dirtbikes into the area, mines should be placed within the central area of the base. The south side of the base provides a watchtower and a two-story office for sight lines of the objective areas. These can both be used to pick off attackers as they approach to plant their charges.

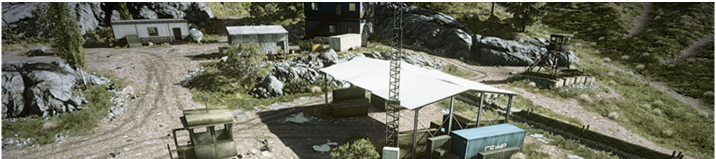
M-COM Station A

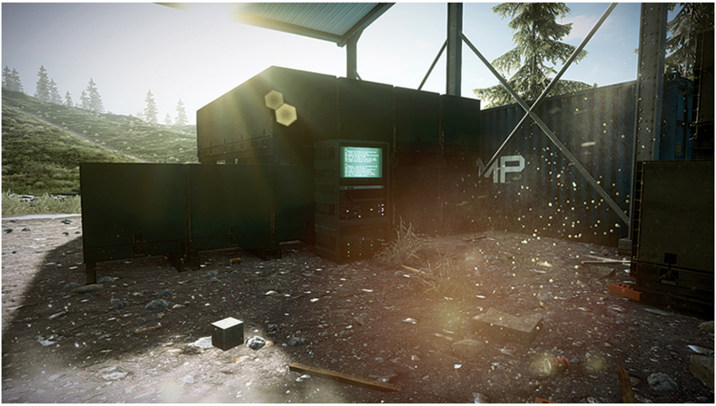




Located within a makeshift bunker of the north side of the base, M-COM Station A has only one possible sight line. This sight line requires taking position atop a rocky hill due east of the bunker. Even though the objective can not be easily observed, the area surrounding the bunker lacks any real opportunity to approach undetected. For attackers, this means that planting the charge will result in a high number of casualties unless defenders can be kept away from the objective by using a helicopter or by heavy weapons fire from vehicles. Defenders will try to camp this location, so attackers should throw in a grenade to flush out any threats prior to entering. The same can be said about attackers, who will remain within the bunker after planting the charge. Defenders will have to clear the room before entering to safely disarm the charge. Defenders would be wise to place C4 within the bunker and wait for an attacking squad to enter before detonating to maximize the potential of this booby trap.

M-COM Station B

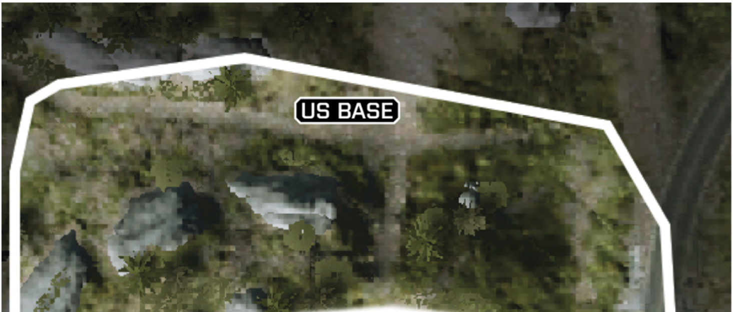


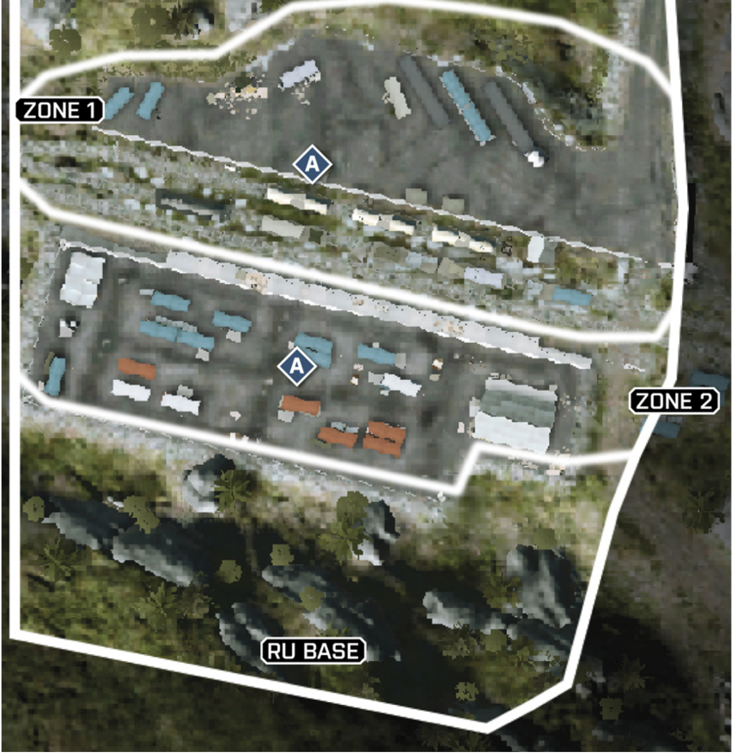


Located beside weapons crates under a covered area on the south side of the base, M-COM Station B cannot be observed easily. However, you can observe units approaching this area by taking position atop the watchtower or the second story of the building on the base's south side. Attackers attempting to arm a charge on this objective should approach from the west and climb over the sandbags there. Defenders benefit from having their helicopter maintain a presence west of the base, guarding against the approach of vehicles from the north and bombarding enemy infantry as they approach. Engineers should be in place to target and destroy the attackers' helicopter when it comes to threaten the MI-28 Havoc. Attackers should bring their ASRAD in close from the north and use its secondary fire option to fire upon the objective site and suppress defenders that are encamped there and in the building on the south side of the base.

Squad Rush

Kiasar Railroad's Squad Rush battle is focused around the Train Station. This location provides plenty of opportunities for cover and flanking your enemy by using the train cars and shipping containers that stand about the station. Sight lines are few and far between, so recon soldiers should opt to use shotguns or PDWs instead of their sniper rifles. During this face-paced firefight, deployment of MAVs is useful when approaching objectives to ensure that hostiles are not hiding around the next bend. Attackers and defenders alike will find that fanning out as they advance upon the objective works well to root out hostiles that may be camping around the objective. The fight here may be reminiscent of a deathmatch round, but the placement of booby traps like C4 and claymores will help your team maintain control of the chaos in the field. For soldiers looking to camp objectives, expect to be stabbed in the back frequently if a squad mate is not there to cover your back.





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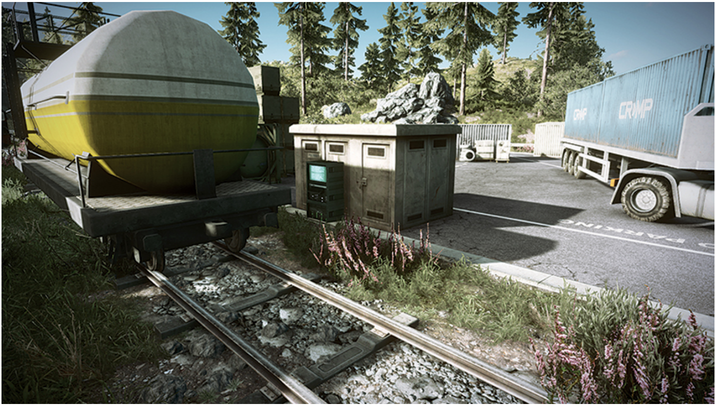
Zone 1



During the first stage of this battle, the M-COM is on the north side of the Train Station against a power box near a tanker car. Defenders should deploy a MAV to observe the movements of attackers entering the area from the north. When camping this objective, defenders should take positions north of the objective since attackers will run through the area without looking back at the container or vehicle they just ran past. Attackers should approach from the west, as the train cars run parallel with the objective, offering sight lines past the objective to spot oncoming defenders while providing cover positions that attackers can duck into. Soldiers proficient with grenades can use the train cars and shipping containers here to deflect their grenades and limit the amount of time they are exposed while throwing them.

Zone 2

EVXO
EVXO
HYENA
CR>MP
CR>MP
CR>MP
CR>MP
CR>MP

EVXO
CRAMP
EVXO
EVXO

The objective of the second stage of this battle is on the south side of the Train Station, positioned against a blue shipping container. Defenders are afforded a sight line of the objective. This sight line is on the southeast side of the Train Station, behind a building near the fence line. From this position, defenders can fire on hostiles as they attempt to plant a charge and bleed the enemy of tickets until they are aware of the direction of fire. Savvy attackers will also exploit this position, as they will be able to cover their squad mates from here after the charge is planted and pick off defenders attempting to disarm. With most of the firefight occurring in the southeast corner of the station, deployment of T-UGS motion sensors can assist squads in detecting the enemy's movements. While this fight will be bloody and cutthroat to the end, the first team to place booby traps and maintain them on the field will quickly overpower their foe.

Air Superiority

Unlike other maps, Air Superiority over Kiasar Railroad offers few advantages for pilots. Teams should prioritize their loadouts to include fire extinguishers and air radar. The objectives are suspended above the lake, except for Objective A, which is above the foot of the mountain range. Combat will see enemies attempting to stay on a plane's six. If the enemy begins to tail, planes can be brought in low and skim across the lake. Less experienced pilots may follow and crash into the water or the lakeshore, as they are unable to pull up in time. Teams should maintain contact with one another and fly in formation. This tactic offers even unexperienced pilots a fighting chance here, as their wingmen can attract the fire of enemy fighters while one of the squadron moves in to claim the objectives. When attempting to shake enemy fighters, use hard banks and air brakes to break their weapon locks. Outflying and outwitting the enemy is the name of the game.

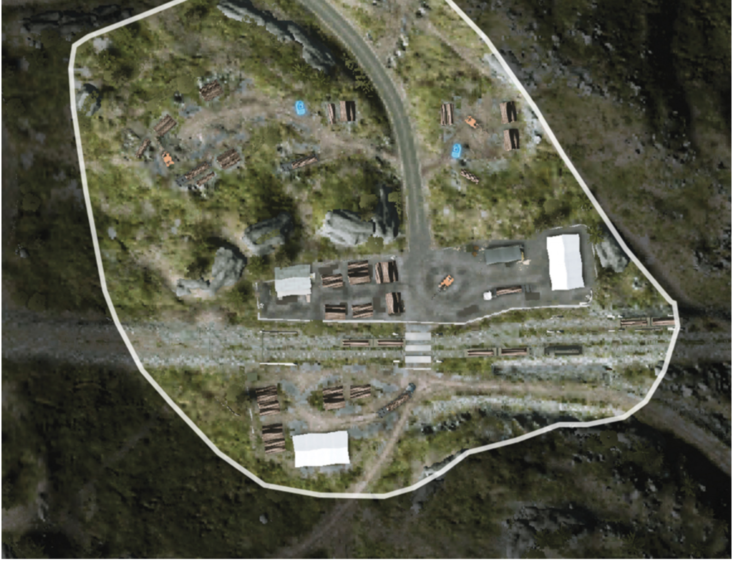
Jet Unlock Progression

Image	Name	Loadout Slot	Points	Description
	IR Flares	Gadget	300	Infrared flare launchers that when launched will distract incoming missiles and cause them to miss their locked target.
	Heat Seekers	Weapon	700	Heat-seeking missiles launched by the pilot that lock on to and track enemy aircraft.
	Stealth	Upgrade	1500	Engine tuning and fuselage coating materials disguise your vehicle's infrared signature, thereby increasing enemy locking and tracking difficulty and decreasing the time you are revealed to the enemy when spotted.
	Belt Speed	Upgrade	2700	An enhanced mechanism that decreases the minimum time between firing bursts with your main weapon.

Proximity Scan	Upgrade	4200	External sensors detect and reveal enemy units on your minimap.
Rocket Pods	Weapon	6200	A set of unguided FFAR Rocket Pods mounted under the wings.
Air Radar	Upgrade	8600	The range of your minimap increases greatly and reveals all friendly and enemy aircraft.
Extinguisher	Gadget	11600	A controlled air pressure release in the engine compartment will extinguish engine fires when activated, helping a disabled aircraft return to normal operation and recover from damage.
Below Radar	Upgrade	15000	When flying at low altitudes, your heat signature is decreased, hiding you from enemy radar and preventing enemy air-to-air missile systems from locking on to you.
Maintenance	Upgrade	19000	Preventative maintenance procedures improve your vehicles recovery from damage.
Guided Missile	Weapon	24000	Laser-guided missiles launched by the pilot which lock on to and track enemy land vehicles and can acquire laser-designated targets even if they are out of line of sight.
Beam Scanning	Upgrade	29000	A computer upgrade for advanced weapon systems that helps you lock on to enemy targets faster when using heat-seeking or laser-guided missiles.
ECM Jammer	Gadget	35000	Electronic countermeasures including chaff launchers and deceptive transmitters prevent your aircraft from being locked on to by enemy weapon systems for a short time when activated.

Squad Deathmatch

In this mode, the action is focused around the Lumber Yard of Kiasar Railroad and the surrounding hills. While the squads can exploit the IFV to maintain the Lumber Yard area itself, once it's off-road the vehicle is susceptible to being destroyed by engineers and support-class soldiers that entrench themselves among the timber piles that surround the yard. When driving the IFV through these roads, keep an eye out for mines and the occasional SOFLAM on a hill. Gaining the advantage in this battle will require maintaining a presence at the Lumber Yard, using the sight lines that are available here—like the two-story office and storage area to the southwest—to pick off enemy squads as they pass through the area. During the battle, uncoordinated squads lacking experience or lone wolves will have a difficult time ripping the Lumber Yard from the grasp of more experienced squads working as a unit to shut down the enemy advance.



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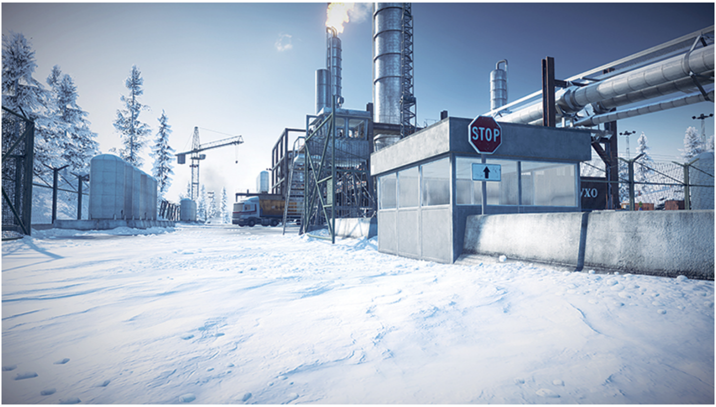
Team Deathmatch

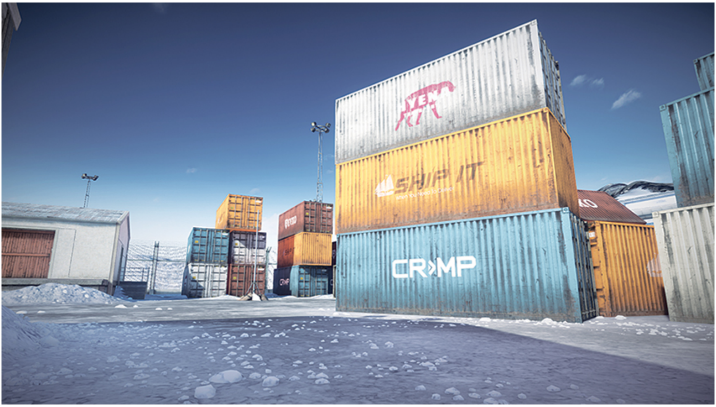
For Team Deathmatch, the carnage enfolds in the Train Station, where there is plenty of cover in the form of train cars, shipping containers, and semi-trucks. The battle will play out through close-quarters combat, with the only sight lines running east and west between the cover spots that sit parallel to one another in the field. Experienced teams will opt to keep the conflict on the south side of the Train Station, making use of the shipping containers to flank and overpower their opposition. While T-UGS motion sensors are commonly used during a Team Deathmatch battle, the deployment of MAVs can be much more beneficial here given the exposure of the field from above. This tactic will alert the team of enemy positions as the frantic combat below comes to a head. While shotguns are the go-to weapon for this mode, the long corridors created by the train cars let the worth of carbines shine. While weaving in and out of cover, teams should be placing claymores to dominate the opposition as they negotiate the confines of the rail yard.

End Game Battlefields

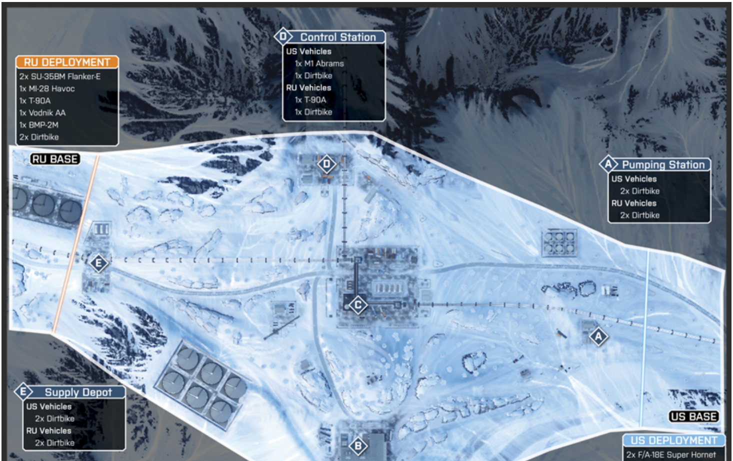
Sabalan Pipeline

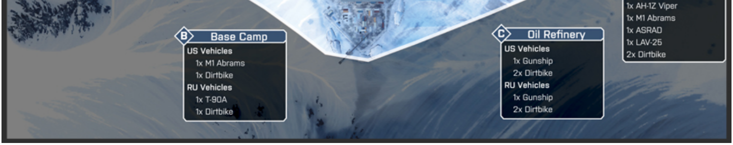
HYENA
HYENA TRANSPORT
HYENA
SLOW





Conquest





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While renewable energy sources are being sought out, nations have begun exploring the basins within the Arctic region for crude oil in an effort to capitalize on a geocentric refining operation to ease rising market prices and provide their nation with this lifeblood of modern convenience. The battle at Sabalan Pipeline centers around one of these refining operations. Although the site's crew was evacuated, leaving the refinery and its satellite buildings a mere shell of what it once was, the refinery's flare stack still burns brightly. This flare provides a beacon for this strategic location among the whitewashed snowy landscape. This map features five control points. Both teams are deployed near the pipeline that cuts through this map running east to west. The US team deploys from a makeshift base on the map's eastern end. This position allows the US team to capture the Pumping Station (A) as they move west and maintain control of it through most of the battle. Deploying from the western end of the map, the RU team will quickly capture the Supply Depot (E) as they push east; its proximity to their deployment allows them to maintain control through the battle. Due to their centralized locations, the Warehouse (B), Oil Refinery (C), and Control Station (D) will be contested throughout the duration of the battle, as neither team has an immediate advantage to capture these control points. Teams should focus on holding the Oil Refinery (C) because aside from affording the Dropship to the controlling team, the site provides long sight lines across the landscape.

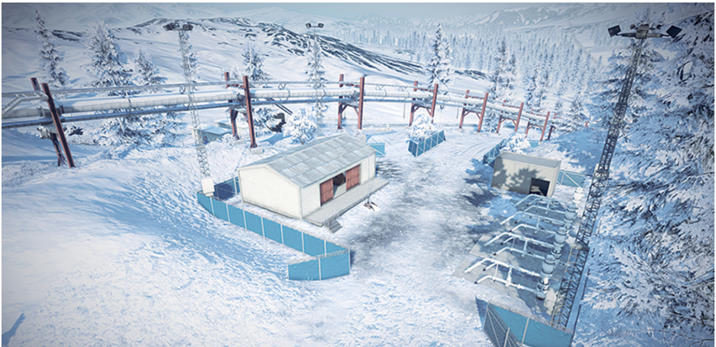
US Base

Deploying from the east side of the map, the US team should proceed west and capture the Pumping Station (A). Once this point is under the team's control, the team should divide its resources, sending dirtbikes to the southwest to capture the Warehouse (B) while the heavier vehicles go west to the Oil Refinery (C). The primary reason for maintaining control of the Warehouse (B) this early in the battle is to access the M1 Abrams that spawns there. This second M1 Abrams can reconnect with the rest of the team attacking the Oil Refinery to the north. By this time, the RU team should be attempting to take control of the Oil Refinery (C) as well, and the extra firepower is useful in pushing them back. While this conflict is taking place, the AH-1Z Viper should patrol between the Warehouse (B) and the Pumping Station (A) to prevent RU forces that have splintered off during the battle from capturing these control points amid the chaos. Another control point to attempt while pushing toward the Oil Refinery (C) is the Control Station (D) to the north. Like the Warehouse (B) to the south, this control point awards the controlling team with a tank. The Control Station (D) attracts the attention of the RU team more than the Warehouse (B), though, because it's easy to reach from the RU team's deployment. When maintaining control of this point, the US team should expect heavy resistance from the RU team deployment area.

RU Base

Deploying from the west, the RU team is poised to quickly capture the Supply Depot (E) and maintain control of it throughout the battle. With this point captured, the team should then move to capture the Oil Refinery (C) next. While squads are en route to the Oil Refinery (C), any available dirtbikes should make their way to the map's north side and capture the Control Station (D). With this point under the team's control, they are afforded another T-90A that can regroup with the squads assaulting the Oil Refinery (C) area to the south. One strategy is for the recently acquired T-90A to continue moving south, past the Oil Refinery (C), and capture the Warehouse (B). By this time though, the Warehouse (B) is likely to be under control of US forces, so this should be kept in mind when approaching the Warehouse (B) area. Should capture of this point be successful, another T-90A can be deployed from this control point as well, giving the RU team a tactical advantage over the opposition. When leaving the Warehouse (B) area, the team should expect to lose the control point quickly, as the US team's deployment connects to the road that runs east from the control point, allowing them to access the site quickly to reclaim it.

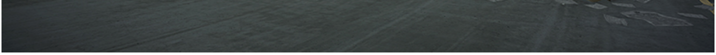
Pumping Station



Located on the east side of the map, this control point will likely be held by US forces throughout the battle. With an exposed flag and immediate access from roads, this site can be claimed by the RU team to push back US deployment vehicles. An RU team looking to accomplish this should leave the work to dirtbikes, with air cover provided by the MI-28 Havoc. This strategy is designed to prevent heavier vehicles like the T-90A or BMP-2M from leaving the map's central area, where the combat is most intense. If the US team loses a foothold here, they can easily reclaim the site by using heavy vehicles from the deployment site making their way west. To eliminate campers at this site, climb onto the nearby oil pipeline via the ladders east of the flag. Doing so provides a sight line into the flag area.

Warehouse

SHIP IT
EVXO



The Warehouse (B) is located on the southern edge of the map, directly south of the Oil Refinery (C) and over a hill. Although the site is slightly outside the intense combat around the Oil Refinery (C), the strategic significance of the control point is that the capturing team is rewarded with an extra tank that can be deployed from the site. An immediate disadvantage to this control point is that even from the roof, there are not many direct sight lines to watch other control points. The key sight line offered here requires climbing the crane outside of the southern fence line. From here, a sniper has a good view of the northwest, including the vehicles deploying from the RU team's base. When capturing the control point from the enemy, teams should make use of the entrances on the building's south and east sides, as any campers are likely to be on the roof with their attention directed toward the northern road that leads from the Oil Refinery (C).

Oil Refinery

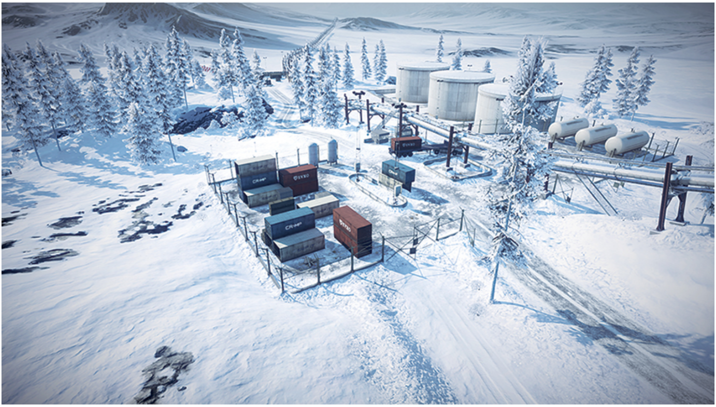
Central on the map is the Oil Refinery (C). This monolithic structure is visible from nearly all corners of the map, as its gas flare serves as a fiery beacon among the snow-capped landscape. This will quickly be a highly contested control point, not only for the Dropship that is awarded to the team that controls it, but also for the sight lines offered by climbing atop the large metal silos on the refinery's south side. From this vantage point, nearly all four corners of the map can be observed, providing for early detection of enemy armored vehicles as they approach to capture the point for themselves. Combat is fiercely competitive here, as the Refinery's multiple tiers invite close-quarters combat and the expansive area surrounding the Refinery allows for armored vehicles to bombard the site with artillery. For infantry looking to access the site undetected, the three pipelines that connect to the Oil Refinery from the west, north, and east can be traversed to access the Refinery's second level with relative ease. When using this method of approach, soldiers should be aware that staying on the pipeline exposes them to sniper fire from the Refinery itself, so make the trek as short as possible.

Control Station

SHIP IT
VXO
SHIP IT

Located on the northern edge of the map, due north of the Oil Refinery, the Control Station (D) may seem out of the way, but the tank awarded to the team controlling it makes the site a strategic resource. The US team should expect this site to be under control of the RU team early on. A US team looking to take the site should make their approach directly from their deployment by using the road that runs northwest from the Pumping Station (A) to flank any hostiles that have decided to camp here. An RU team making their approach from the west should enter the area by following the road leading northeast from the Supply Depot (E). Approaching this site from the south is risky if the point has been captured by the opposition, as there will be a possibility that the tank that spawns here has yet to deploy. When maintaining a presence at the site, infantry and dirtbikes will discover that they can cut in and out through the shipping containers on the station's north side to conceal their presence from oncoming armored vehicles.

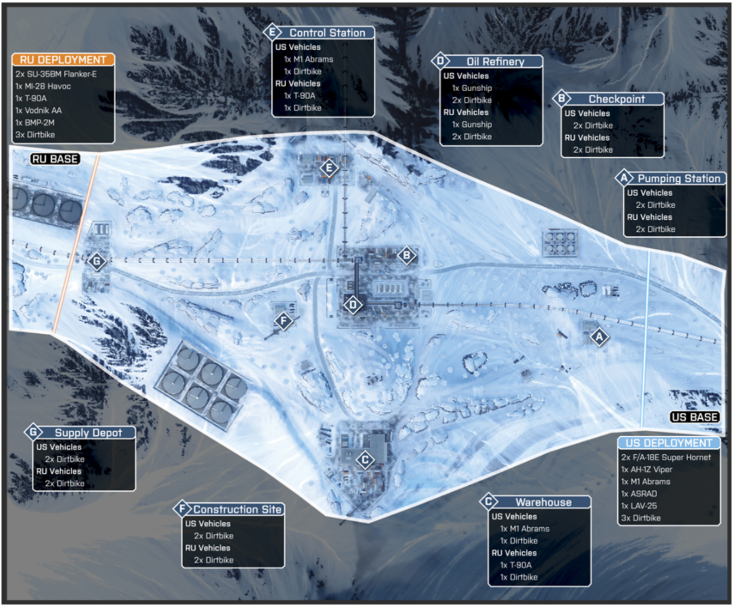
Supply Depot



CR>MP
SHIP IT
CR>MP

Located in the far west, Supply Depot (E) will be captured early by the RU team as they make their move east. The flag is located in the center of the depot, beneath the pipeline that runs through the area. This area provides no sight lines to observe the eastern portions of the map, given that it is located downhill. Nevertheless, the site serves as the main thoroughfare for the RU team's armored vehicles, and should the US team capture this control point, they will be able to control the flow of RU vehicles into the field. If the US team is to be successful in capturing this control point, dirtbikes must enter the area under the escort of the AH-1Z Viper. The US team should not expect to hold the site for long, though, as they will find themselves overrun by RU infantry deploying from their base.

Conquest 64



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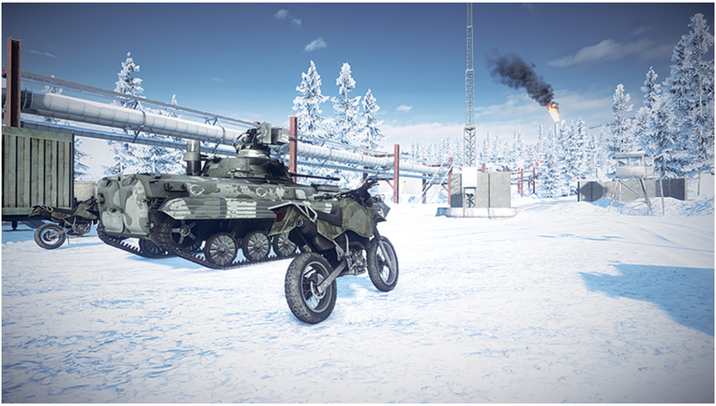
This game mode of Sabalan Pipeline has the same map borders as its Conquest counterpart, but has two extra control points on the map. These new control points are the Construction Site (F) and the Checkpoint (B). Both of these additional control points are located adjacent to the Oil Refinery (D). The US team still deploys from the east and will capture the Pumping Station (A) early in the round and maintain it for the duration of the battle. The RU team still deploys from the west and will capture the Supply Depot at the start of the match and will likely hold it for the duration as well. The addition of the Construction Site (F) and the Checkpoint (B) results in a more centralized battle than Conquest, since the proximity of the new control points to the Oil Refinery (D) means teams do not want to stray too far from the center of the field. Teams should keep this in mind as they disperse and attempt to capture the Control Station (E) to the north and the Warehouse (C) to the south. Although these points will be deserted through much of the conflict, maintaining a strong presence in the center of the map results in the opposition bleeding a steady stream of tickets. It also doesn't hurt that the Oil Refinery (D) affords the controlling team with a dropship, as this deployment platform can be used to hold back armored opposition that enters the center of the map.

US Base

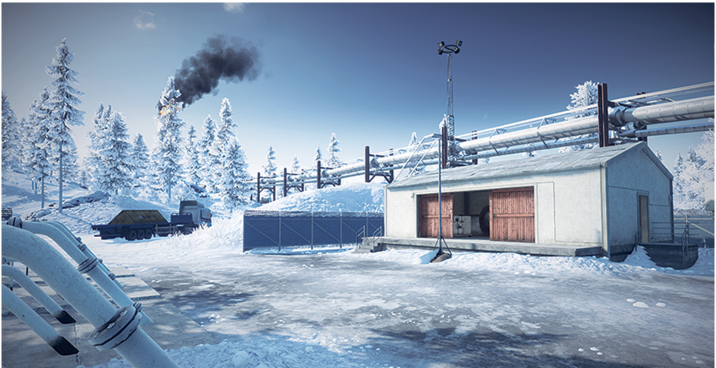
Deploying from the east side of the map, the US team should proceed west and capture the Pumping Station (A). Once this point is under the team's control, the team should focus on entering the Oil Refinery (D) area, which is in the middle of the map. As the team enters the area, armored vehicles should continue to advance west past the Oil Refinery (D) and capture the Construction Site (F), while resisting the advance of the RU team in the process. By maintaining a strong presence on the west side of the Oil Refinery (D), other team members will find little opposition while capturing the Checkpoint (B). By this time, the Oil Refinery (D) should be under US control and the Dropship should be in the air. With the Dropship under US control, the craft should be used to deploy an IFV onto the center of the map to prevent RU soldiers from ripping these points out the US team's grasp. Even if the RU team advance and capture the Control Station (E) and the Warehouse (C), they will still be holding only three points on the map and not be in a position to pose a significant threat. To maintain dominance, the US team should also have a strong presence in the skies, using the AH-1Z Viper and the two F/A-18E Super Hornets to push back the advance of heavy armored vehicles and prevent them from entering the Oil Refinery area (D).

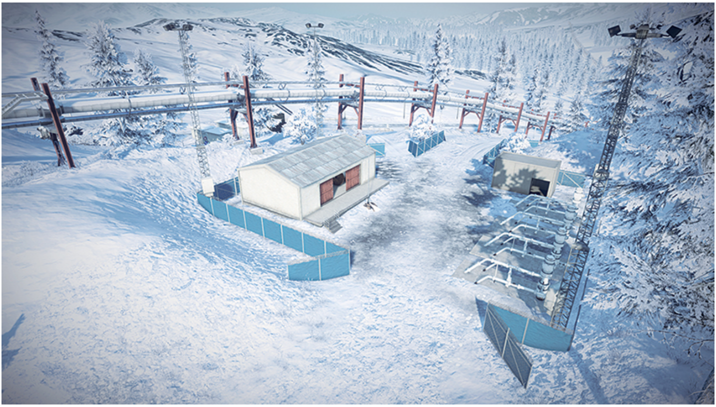
RU Base



Deploying from the west side of the map, the RU team should proceed east and capture the Supply Depot (G) before continuing their advance. At this point, dirtbikes should proceed to the north and claim the Control Station (E) while armored vehicles advance to the Oil Refinery (D) area. After capturing the Construction Site (F) and moving on to the Oil Refinery (D), the RU team will meet resistance at the Checkpoint (B), which by this time will be overrun with US forces. Although the US team will likely be holding the Checkpoint (B), victory can still be achieved as long as the Control Station (E) and the Oil Refinery (D) are not lost. With the Oil Refinery (D) under RU control, the Dropship can maintain the exposed control point at the Construction Site (F) , as the IFV it deploys can be used to eliminate threats that enter the area. Maintaining the Control Station (E) affords the team with an extra T-90A that can be used to maintain the Oil Refinery (D) area to the south. The MI-28 Havoc should be in the skies over the center of the map, patrolling the Oil Refinery (D) for US infantry attempting to enter the site and capture the point. While the Oil Refinery (D) requires approaching on foot, the MI-28 Havoc can fire rockets into the upper tiers of the refinery and eliminate threats near the flag.

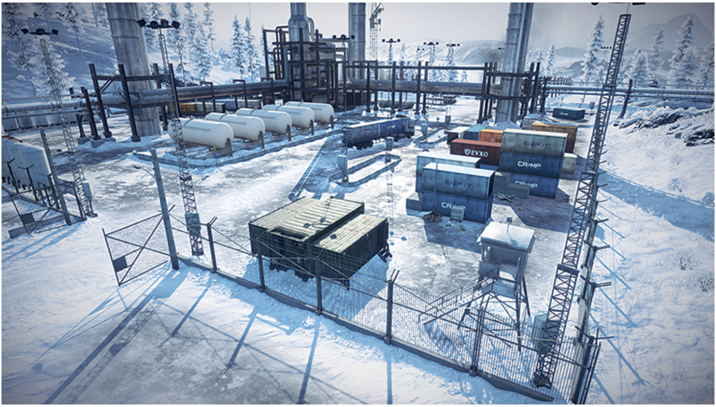
Pumping Station





Located on the east side of the map, this control point will likely be held by US forces throughout the battle. With an exposed flag and immediate access from roads, this site can be claimed by the RU team to push back US deployment vehicles. An RU team looking to accomplish this should leave the work to dirtbikes, with air cover provided by the MI-28 Havoc. This strategy is designed to prevent heavier vehicles like the T-90A or BMP-2M from leaving the map's central area, where the combat is most intense. If the US team loses a foothold here, they can easily reclaim the site by using heavy vehicles from the deployment site to make their way west. To eliminate campers at this site, climb onto the nearby oil pipeline via the ladders east of the flag. Doing so provides a sight line into the flag area.

Checkpoint



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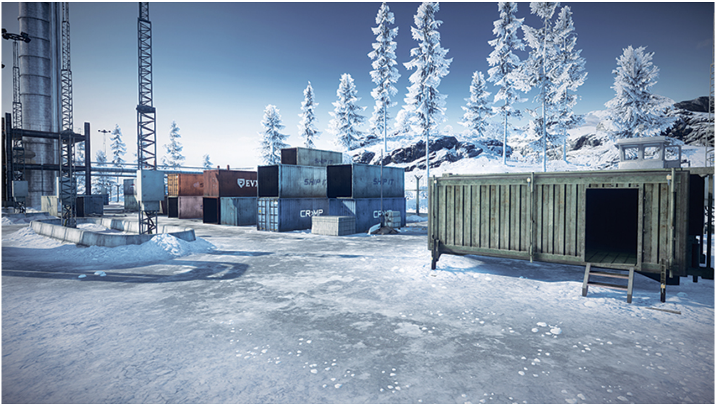

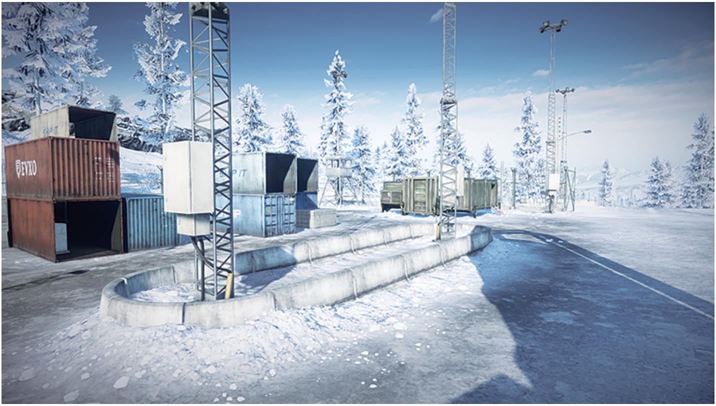

Located northeast of the Oil Refinery (D) within the fenced compound, the Checkpoint (B) is an exposed control point. Set near shipping containers, the area provides a significant amount of nearby cover, as the point can be captured by climbing into the nearby shipping container. Teams looking to exploit this cover option should be careful for armored vehicles though, as being fired upon while inside results in heavy suppression or splash damage from cannon fire. When capturing this point, it is a good idea to have support from a helicopter to stave off attacks from armored vehicles. Two sight lines afforded within this area are the watchtower on the northeast corner of the compound and the guard shack to the east near the compound's open gate. However, being spotted in these two cover positions can be dangerous when under armored attack, as heavy weapons can obliterate these small structures. When approaching the site, teams should take care if the Oil Refinery (D) is under control of the opposition, as the refinery provides a sight line of the Checkpoint (B) area.

Warehouse

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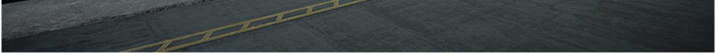
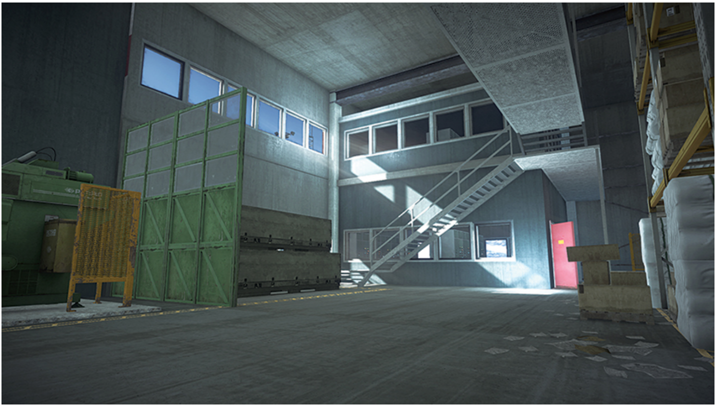
EVXO





The Warehouse (C) is located on the southern edge of the map, directly south of the Oil Refinery (D) and over a hill. Although the site is slightly outside the intense combat around the Oil Refinery (D), the strategic significance of the control point is that the capturing team is rewarded with an extra tank that can be deployed from the site. An immediate disadvantage to this control point is that even from the roof, there are not many direct sight lines to watch other control points. The key sight line offered here requires climbing the crane outside of the southern fence line. From here, a sniper has a good view of the northwest, including the vehicles deploying from the RU team's base. When capturing the control point from the enemy, teams should make use of the entrances on the building's south and east sides, as any campers are likely to be on the roof with their attention directed toward the northern road that leads from the Oil Refinery (D).

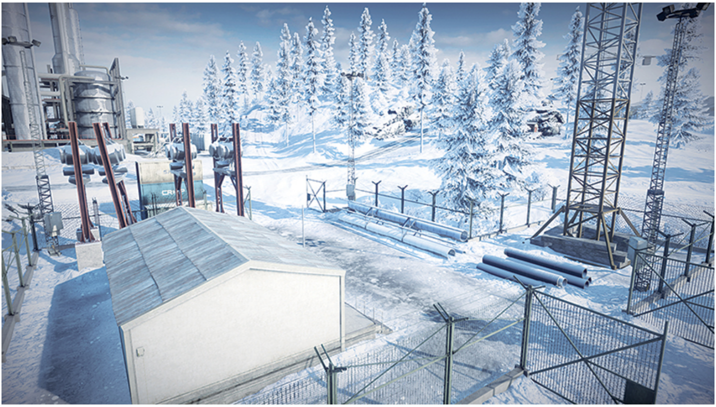
Oil Refinery

Central on the map is the Oil Refinery (D). This monolithic structure is visible from nearly all corners of the map, as its gas flare serves as a fiery beacon among the snow-capped landscape. This will quickly be a highly contested control point, not only for the Dropship that is awarded to the team that controls it, but for the sight lines offered by climbing atop the large metal silos on the refinery's south side. From this vantage point, nearly all four corners of the map can be observed, providing for early detection of enemy armored vehicles as they approach to capture the point for themselves. Combat is fiercely competitive here, as the Refinery's multiple tiers invite close-quarters combat and the expansive area surrounding the Refinery allows for armored vehicles to bombard the site with artillery. For infantry looking to access the site undetected, the three pipelines the connect to the Oil Refinery from the west, north, and east can be traversed to access the second level of the site with relative ease. When using this method of approach, soldiers should be aware that staying on the pipeline exposes them to sniper fire from the Refinery itself, so make the trek as short as possible.

Control Station

Located on the northern edge of the map, due north of the Oil Refinery (D), the Control Station (E) may seem out of the way, but the tank awarded to the team controlling it makes the site a strategic resource. The US team should expect this site to be under control of the RU team early on. A US team looking to access the site should make their approach directly from their deployment by using the road that runs northwest from the Pumping Station (A) to flank any hostiles that have decided to camp here. An RU team making their approach from the west should enter the area by following the road leading northeast from the Supply Depot (G). Approaching this site from the south is risky if the point has been captured by the opposition, as there will be a possibility that the tank that spawns here has yet to deploy. When maintaining a presence at the site, infantry and dirtbikes will discover that they can cut in and out through the shipping containers on the station's north side to conceal their presence from oncoming armored vehicles.

Construction Site

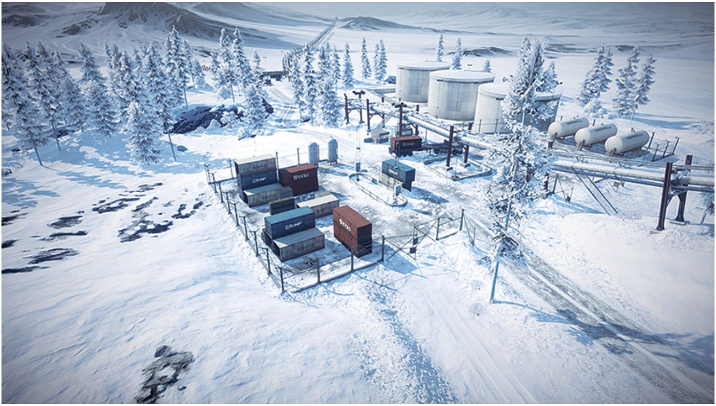


SHIP IT
CRAMP

SHIP IT
CRAMP
CRAMP

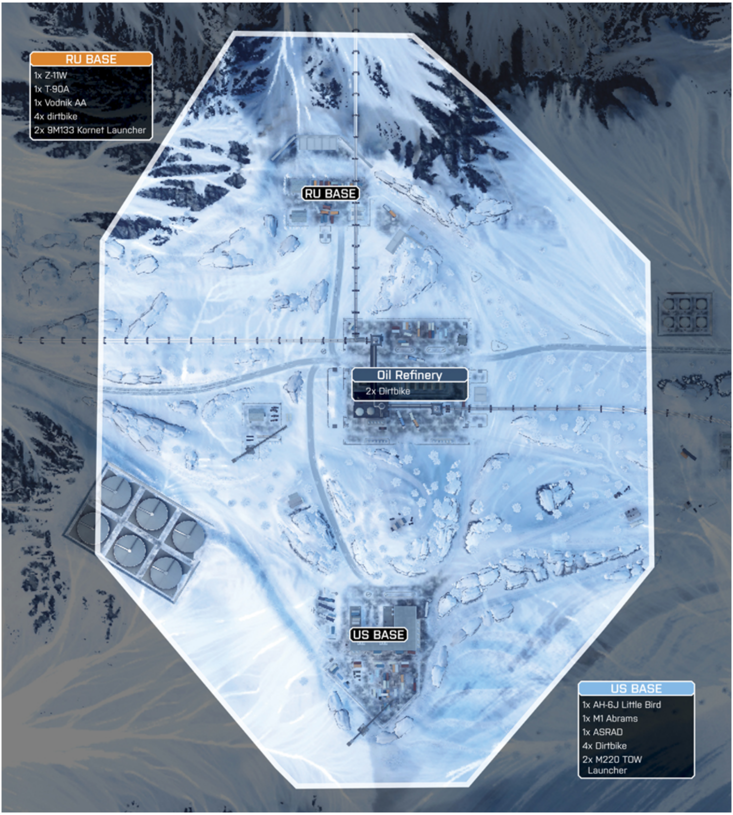
Located west of the Oil Refinery (D), the Construction Site (F) will be under the control of whoever maintains control of the Oil Refinery (D) due to its close proximity. The crane on the site affords a sight line over the Construction Site (F), the Control Station (E), the Oil Refinery (D), and gives a partial view of the Warehouse (C). The flag is exposed, with the only cover option being the nearby storage building. When approaching the site, teams should keep in mind that the Oil Refinery (D) provides a direct sight line over the control point and snipers will exploit this to maintain control of the site. Placement of mines near the entrances to the Construction Site (F) will help in preventing armored vehicles from entering the site, but dirtbikes will avoid these booby traps by crashing through the chain-link fence.

Supply Depot



Located far west, Supply Depot (G) will be captured early by the RU team as they make their move east. The flag here is located in the center of the depot, beneath the pipeline that runs through the area. This area provides no sight lines to observe the eastern portions of the map, given that it is located downhill. Nevertheless, the site serves as the main thoroughfare for the RU team's armored vehicles, and should the US team capture this control point, they will be able to control the flow of RU vehicles into the field. If the US team is to be successful in capturing this control point, dirtbikes must enter the area under the escort of the AH-1Z Viper. The US team should not expect to hold the site for long, though, as they will find themselves overrun by RU infantry deploying from their base.

Capture the Flag



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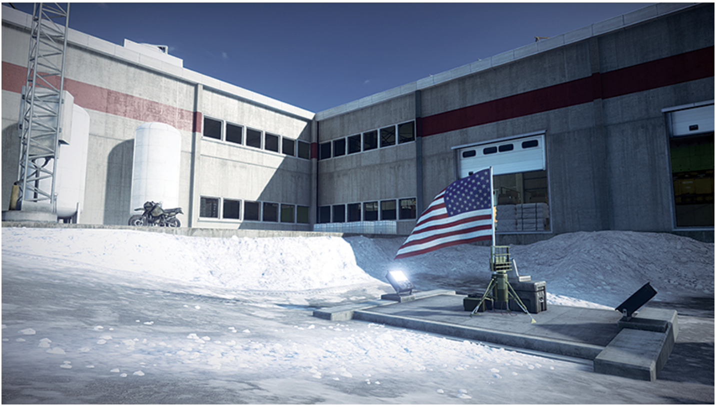
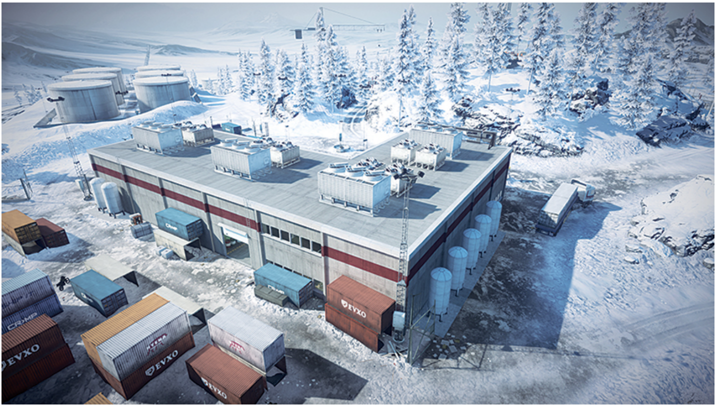
The map boundaries of Capture the Flag on Sabalan Pipeline are similar to those found in Conquest, without the Supply Depot to the west and the Pumping Station to the east. This change in the map concentrates the combat in the center. The US team's base is located at the Warehouse in the south, and the flag is on the building's north side, near the loading dock. The RU team's flag is on the far north side of the map at the Control Station, in the center of the station, between the walls of shipping containers. Although the road that runs north to south on the map provides a direct approach for dirtbikes, this path is likely to be littered with mines. Teams can opt instead to flank each other by going to the east of the Oil Refinery, which results in longer travel times, but less opposition encountered along the way. For teams looking to capitalize on the map's open space, taking up position within the Oil Refinery provides good views of enemy movements. Snipers looking to exploit the elevated position here should place a T-UGS motion sensor nearby to prevent being stabbed in the back. A far safer sight line requires climbing the crane at the Construction Site west of the Oil Refinery. This crane provides a direct view of the US flag at the Warehouse and the entrance to the Control Station. With this in mind, the site affords an advantage to the US team, as an experienced sniper can provide cover of his flag while also monitoring the traffic leaving the RU team's base. The Oil Refinery has two dirtbikes that are up for grabs as well.

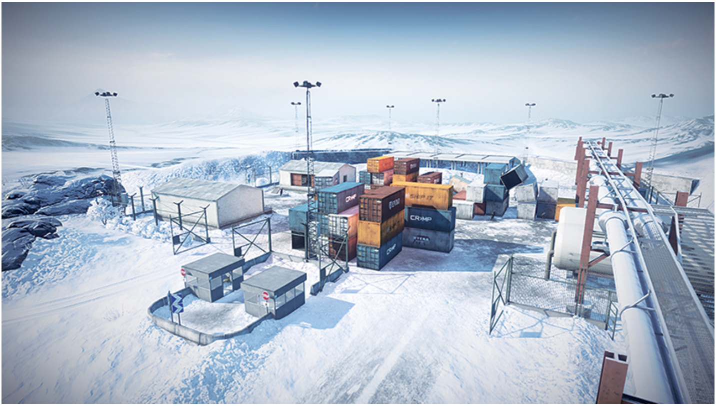
US Base





Located at the Warehouse on the south edge of the map, the US flag is on the building's north side in the loading dock. With two M220 TOW Launchers nearby, defending the area from armored vehicles is not very difficult if experienced soldiers are manning these stationary weapons. Another advantage to defending the flag site is afforded by climbing onto the roof of the Warehouse. From here, the advance of the RU team can be observed early, and experienced snipers and engineers can eliminate the threats as they approach. The south side of the Warehouse will not see too much conflict, but deploying a MAV over this area can alert rooftop soldiers if enemies are attempting to flank the base. To the north is the Construction Site; the crane can be scaled and the boom provides a direct line of sight to the US team's flag and the RU team's base. If the team has not sent a sniper to take up position here, any US soldiers on the rooftop of the Warehouse should be aware that they can be fired upon from the crane.

RU Base



SHIP IT
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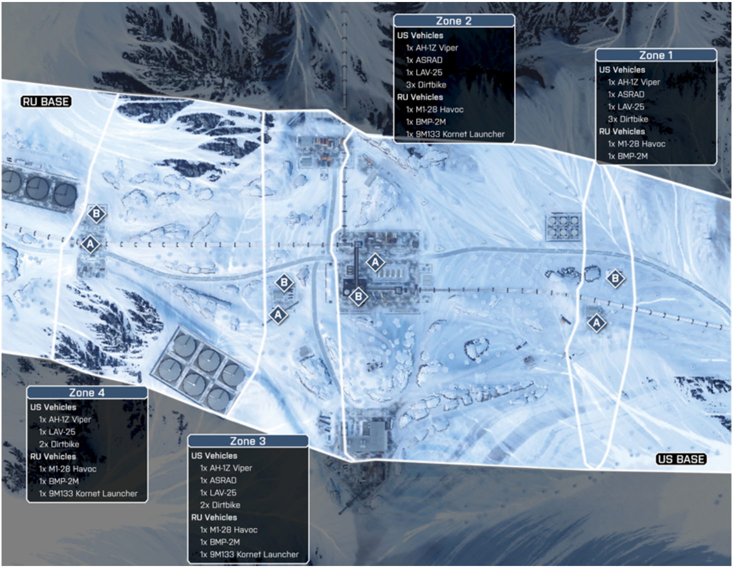
Located at the Control Station on the north edge of the map, the RU flag is in the center of the station, between the stacks of shipping containers. One advantage that the RU team has with their base is that the flag area is not visible from the south. The two 9M133 Kornet Launchers on site are positioned to directly defend against vehicles approaching from the south. Only the launcher on the west side of the station can fire on the flag area. For soldiers looking to defend the site, the shipping containers provide an excellent amount of cover for maintaining a view of the flag. While placing mines around the Control Station area prevent vehicles from entering the site, claymores are more efficient in defending the flag, as the flag must be captured while on foot. . The flag can be viewed from the two on-site buildings; hostiles attacking the flag will not notice defenders that have taken up position in these buildings. To the south of the Control Station is the Construction Site. Its crane can be used to observe the movement of US troops as they make their way through the Oil Refinery area. This crane also provides a strategic sight line of the Warehouse and the US flag there, and can be used by experienced snipers to eliminate threats on the rooftop of the Warehouse while allies attempt to take the flag.

Rush

The Rush battle of Sabalan Pipeline begins on the map's east side. The objectives are located around the Pumping Station area. As the battle progresses, the combat moves west, following the pipeline through the Oil Refinery to the Construction Site, and then concluding at the Supply Depot. The locations of the objectives result in battles that are well suited to the vehicles afforded to both teams, although attackers have a slight advantage with the AA jeep and dirtbikes included in the motor pool, except in the final zone. Throughout the battle, defenders will have access to a BMP-2M to even the score, and when this is deployed in tandem with their MI-28 Havoc, the vehicles are more than capable. The greatest disadvantage to defenders in the battle is the expansive landscape. With plenty of open land to roam, attackers will attempt to flank every step of the way, but savvy defenders can use this to their advantage by deploying MAVs along the way to detect hostiles and isolate them from their comrades. This map offers plenty of sight lines for defenders to push back their opponents, so experienced snipers will prove to be the team's greatest asset here.



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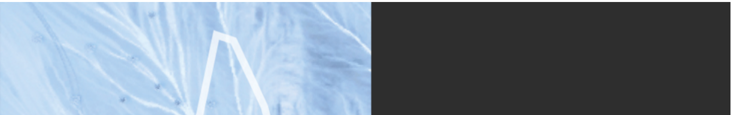
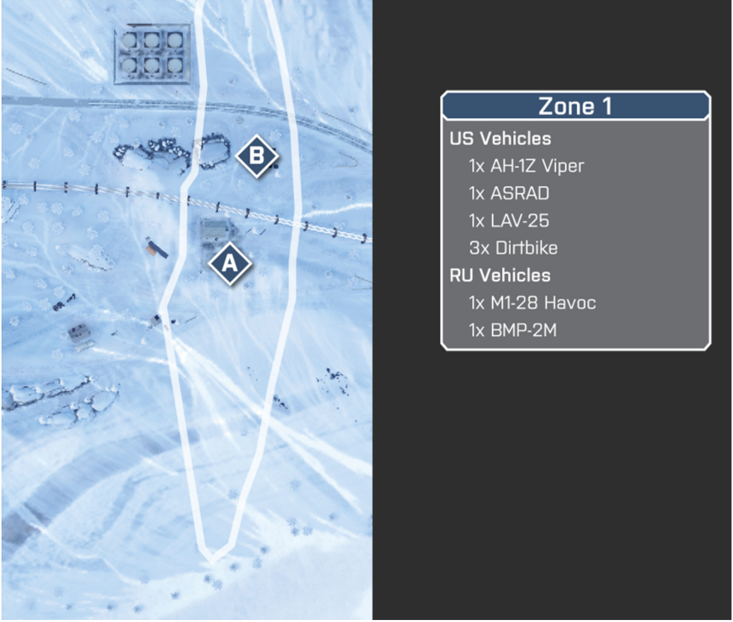
Zone 1: Pumping Station





Zone 1

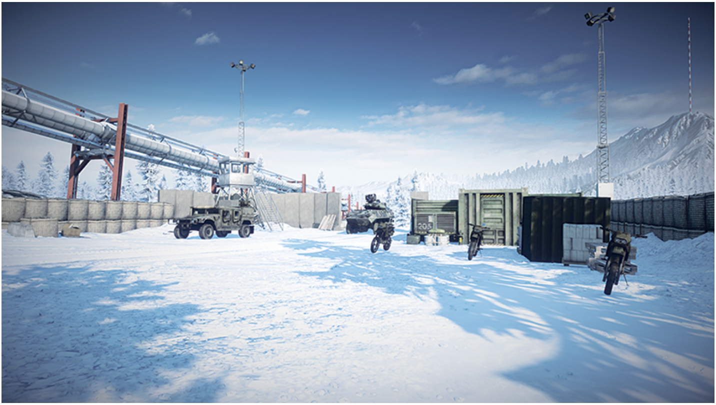
US Vehicles

- 1x AH-1Z Viper
- 1x ASRAD
- 1x LAV-25
- 3x Dirtbike

RU Vehicles

- 1x M1-28 Havoc
- 1x BMP-2M

US Deployment



The US team will quickly meet opposition as they head west from their makeshift base in the east to attack the objectives. While making this advance, the dirtbikes should focus on making their assault on M-COM Station A, which is located within the building at the Pumping Station. The RU team's IFV deploys north of the objectives and will be on the move to defend the site, so the LAV-25 and ASRAD should follow the US dirtbikes as they mount their offensive. The focus of these vehicles should be destroying the defenders' IFV before turning their attention to the RU infantry that they encounter. While this chaos is ensuing, the AH-1Z Viper should proceed west to meet with the RU team's MI-28 Havoc that is en route to the objective site and prevent its arrival. By commanding the airspace and preventing the defenders from keeping a bird in the air, the AH-1Z Viper is free to rain down destruction upon infantry that attempt to take back the site from US forces.

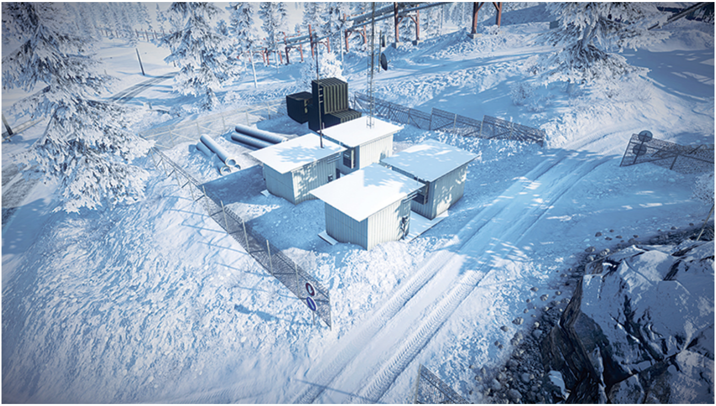
RU Deployment

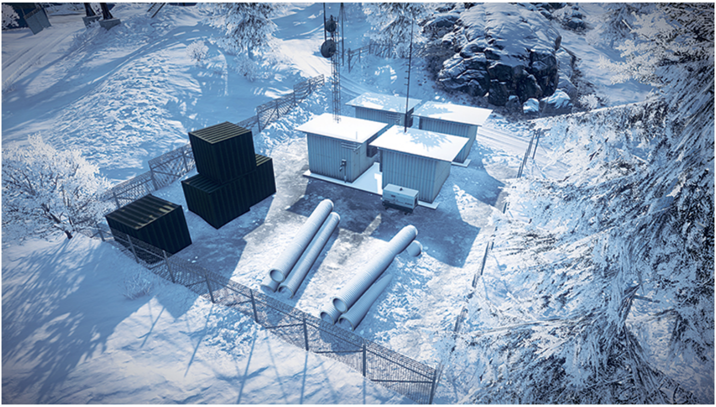
Deploying just west of the Pumping Station, the RU team can quickly entrench themselves at the objective site and mount a defense against the approaching US forces. With the BMP-2M deploying to the north of the objective area, infantry units should focus on placing mines around the Pumping Station. In regards to M-COM Station B to the north, claymores should be used around the small utility sheds because larger vehicles will not be able to approach the objective itself. The MI-28 Havoc will take a moment to arrive at the site, as it deploys from the map's far western edge. Engineers on the ground should be on alert for the attackers' helicopter, which will attempt to control the open airspace. The BMP-2M should maintain its distance from the objective site, opting to fire on attackers from afar instead of entering the Pumping Station, where explosives are its greatest threat.

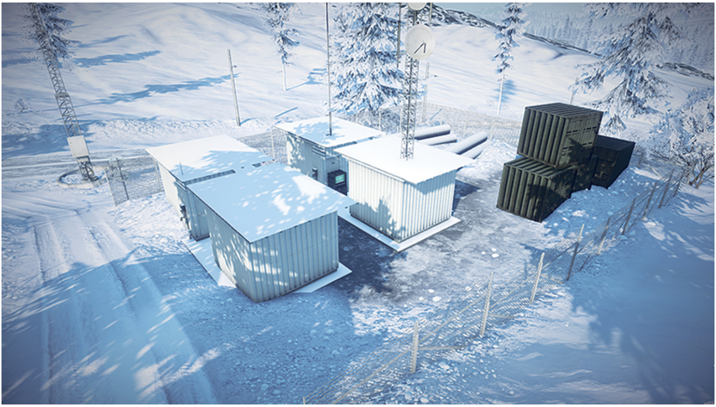
M-COM Station A

Located within a building at the Pumping Station, the M-COM itself is only accessible by infantry. This is not to say that attackers should not roll up to the site in a loaded ASRAD and deploying their crew while providing suppressing fire with the vehicle's unguided rockets on unsuspecting defenders. More so than the LAV-25, if the ASRAD can maintain a foothold inside of the compound, it poses a great threat to the defenders' maintaining control of the site. When defending the objective, the defenders' BMP-2M should be a presence outside the fence line, firing into the compound instead of entering into the confined space. Until the fence surrounding the Pumping Station compound is destroyed, though, both teams will lack any immediate visibility of the chaos taking place there.

M-COM Station B

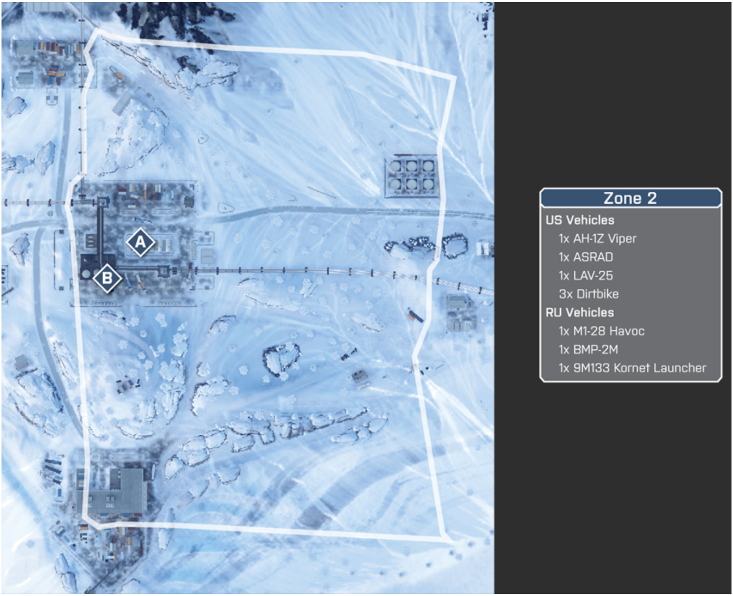






North of the Pumping Station, M-COM Station B is positioned amid four utility sheds, against one of the inner walls. Although armored vehicles can approach the site, infantry can use the sheds for cover until one of their own armored vehicles can arrive to defend them. Defenders looking to maintain the site should place claymores within the cluster of sheds early in the round, before the conflict gets too heated here. Attackers can make use of the open terrain surrounding the site by taking advantage of the firepower afforded them by the AH-1Z Viper, which can circle the area and bombard oncoming defenders with its weapons. Defender snipers can make use of the pipeline to the south to maintain a sight line of the objective as well by climbing the nearby stairwell to get atop of the pipeline. This position provides a great view of the objective, but also exposes the sniper to attack, should his position be realized.

Zone 2: Oil Refinery



Zone 2

US Vehicles
- 1x AH-1Z Viper
- 1x ASRAD
- 1x LAV-25
- 3x Dirtbike

RU Vehicles
- 1x Mi-28 Havoc
- 1x BMP-2M
- 1x 9M133 Kornet Launcher

US Deployment

This stage sees the US team mounting their assault from the Pumping Station and moving west into the Oil Refinery compound. Because the RU team deploys from the nearby Construction Site due west of the Oil Refinery, attackers should expect heavy resistance to come from the Oil Refinery's upper tiers as they approach. Of the two objectives presented during this round, the first to be attacked should be M-COM Station A, which is relatively exposed. As US attackers push into the Oil Refinery compound, it would be beneficial to have a squad travel the pipeline as they make their way to the Oil Refinery. This elevated position, if traveled quickly, can allow undetected access to M-COM Station B, as defenders are will be focusing their firepower on the US vehicles that have breached the east gate of the refinery compound by now.

RU Deployment

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SHIP IT
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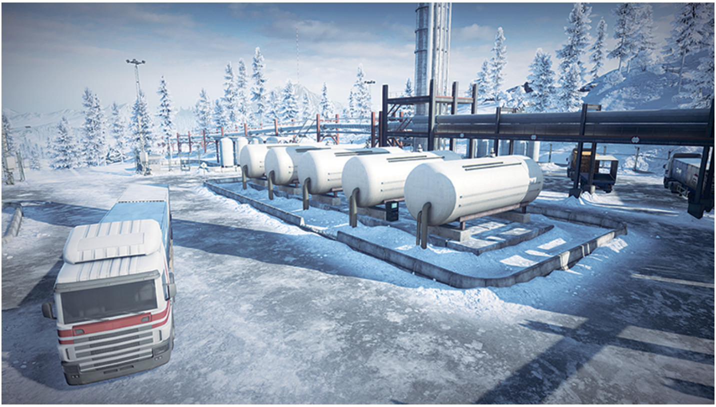
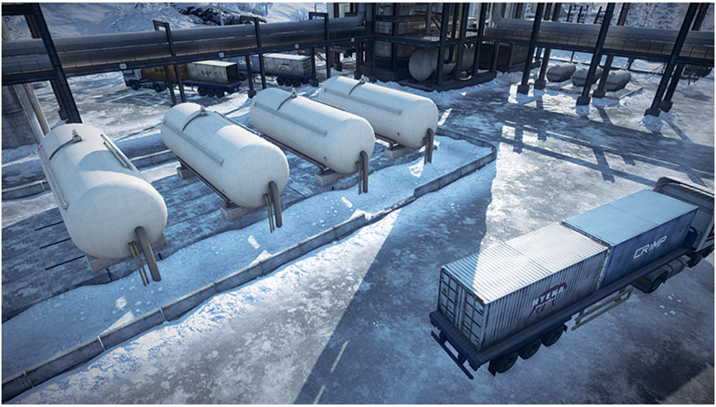
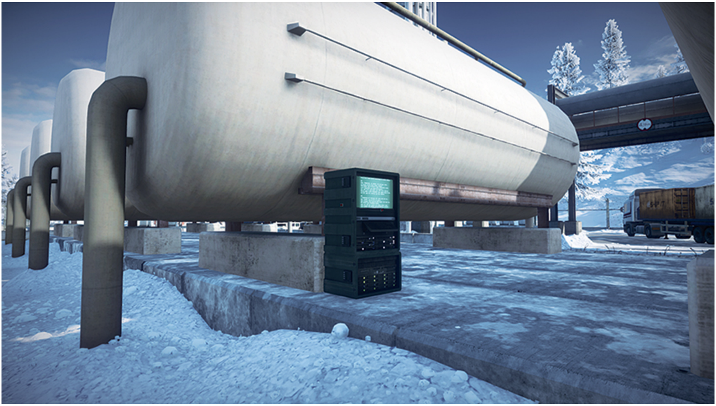
Deploying from the Construction Site, it will not take long for the RU team to establish a presence at the Oil Refinery, which is due east. Deploying from this location affords the defenders an advantage, as they can entrench themselves among the multiple tiers of the Oil Refinery. Aside from advancing to the objective site, recon soldiers can take position atop the boom of the Construction Site's crane, gaining direct sight lines to oversee the combat within the Refinery compound. There is a 9M133 Kornet Launcher located south of the Oil Refinery along the fence line, but this stationary cannon is exposed and mounting a defense from it will result in a quick death for anyone who dares to attempt it. The RU team should focus on fortifying the Oil Refinery and defend this objective at all costs, as attackers will have to make use of infantry to approach it. Should the objective area become overrun with US forces, the MI-28 Havoc can bombard the exposed tiers to eliminate threats, but friendly casualties can be expected when executing this method of defense.

M-COM Station A

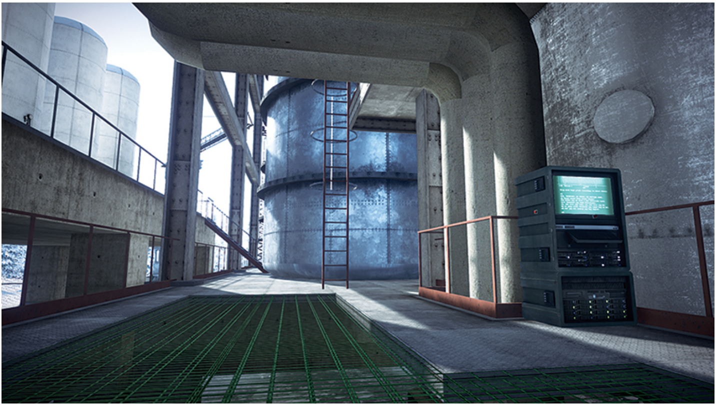






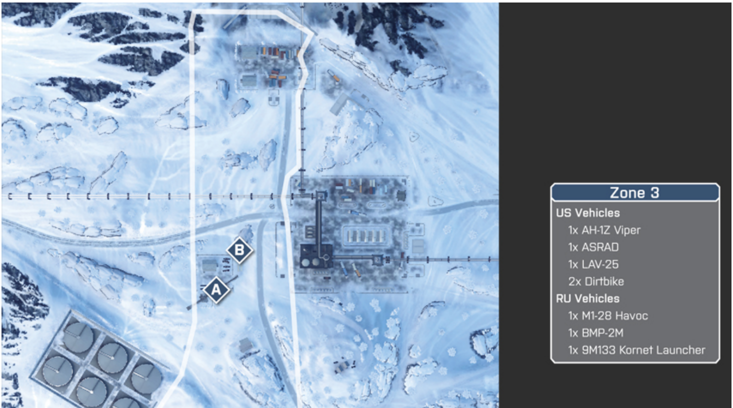
This objective is located within the refinery compound northeast of the Oil Refinery. Exposed and set beside a storage tank, M-COM Station A can be directly approached by most vehicles. Because of this, the attackers will attempt to destroy this objective first before proceeding to the Oil Refinery objective. When defending this objective, it is best to set mines around the storage tanks to disable armored vehicles that approach the site. A pipeline connects the north and south towers of the Oil Refinery. This pipeline can be used as a sight line over the objective by snipers to eliminate infantry and dirtbike threats that approach the objective. Attackers looking to gain the upper hand here should look to the MI-28 Havoc to patrol the west side of the compound and check the defenders attempting to flank the objective site from the shipping containers on the north side of the complex.

M-COM Station B



Positioned within the Oil Refinery on the second floor of the structure, M-COM Station B is not approachable by vehicles, and requires attackers and defenders alike to approach the objective on foot. Because of this, the objective will be home to fierce close-quarters combat, with the exception of occasional cannon fire from passing vehicles. When defending this objective, place claymores on the stairwells leading up to the objective instead of on the tier where the objective is located. This creates an “early detection” system for defenders, so that attackers reveal their attack direction with the explosion they trip. This strategy also serves well for attackers as they approach the objective, preventing defenders from rushing in behind them. Placement of a T-UGS motion sensor on the ground floor beneath the objective will assist defenders in locating threats as well. For attackers looking to approach the objective, the AH-1Z Viper should make a few passes first, bombarding the tiers above and below with rockets to eliminate or suppress threats within the area.

Zone 3: Construction Site



US Deployment

EVXO
SHIP IT
CRMP
SHIP IT
CRMP

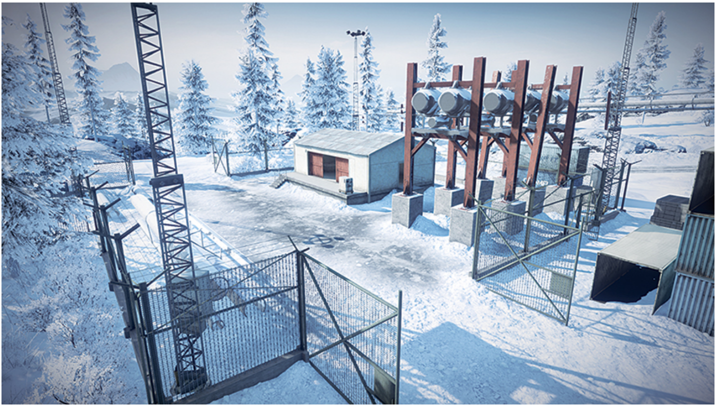
The US team now deploys from the Oil Refinery. Now, with the objectives located at the Construction Site due west of the Refinery compound, attackers will be able to engage their targets quickly. Recon soldiers should make their way onto the metal tanks that are on the south side of the Refinery structure to maintain a sight line over the Construction Site and its objectives. From this view, it is possible to observe the approach of the RU team as they deploy from the west and spot these hostiles early to give a heads up to the rest of the team. Aside from this advantage, the ASRAD and LAV-25 can approach the Construction Site from both the north and the south to prevent camping defenders as well as those attempting to flank US infantry planting a charge on the objectives.

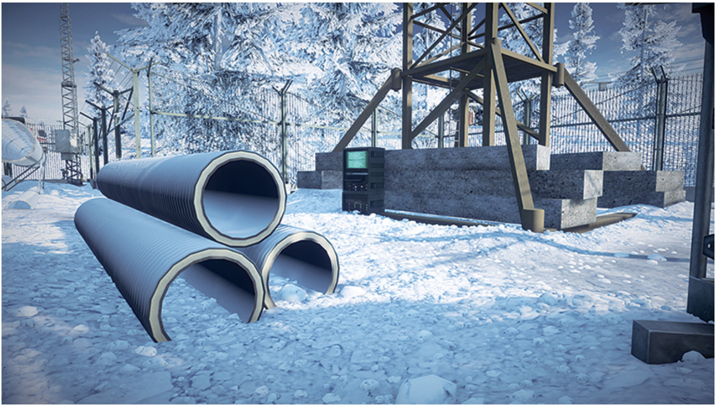
RU Deployment

LINDERHOLM

Deploying slightly west of the Construction Site, the RU team can quickly move in on the objective site and entrench themselves here. The only problem is that there are not many structures here to provide cover from the attackers approaching from the east. The 9M133 Kornet Launcher at the objective site serves only to paint a target on the soldier operating it, so the team should opt for engineers to handle the heavy lifting and destroy hostile armored vehicles. Southeast of the objective area is a small shack that can be used to watch over M-COM Station B, which is inside of the building at the Construction Site. When securing the site, placing mines within the Construction Site yard is crucial in preventing armored vehicles from coming into the objective area. The MI-28 Havoc should be used here to push back advancing infantry units as they are exposed when crossing the road from the Oil Refinery.

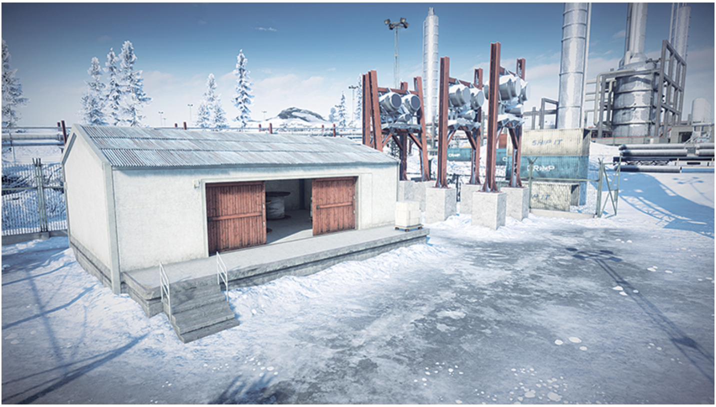
M-COM Station A

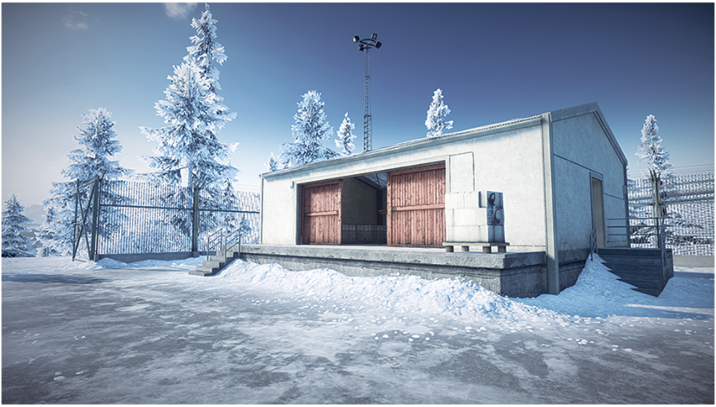


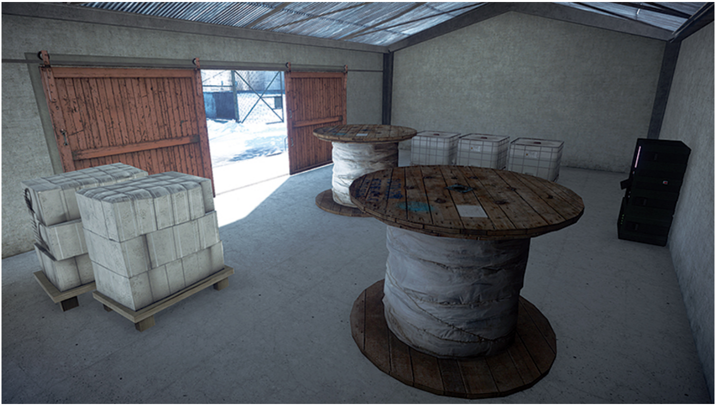


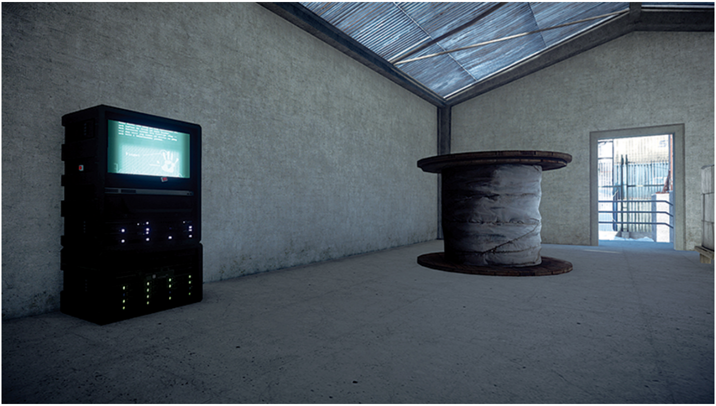
“Exposed” is an easy way to describe the location of M-COM Station A. Set at the base of the crane at the Construction Site, this objective is open to attack from almost all directions. When approaching, attackers can easily break through the chain-link fence surrounding the Construction Site and come at the objective from the south. This makes defense of the objective difficult, as heavy losses can be expected if the US team’s armored vehicle is positioned south of the objective and bombards the site with cannon fire. Attackers should be aware of the building that houses M-COM Station B directly to the north. This building will be a haven for defenders looking to camp the objective site and fire on anyone that approaches M-COM Station A, so a few well-placed grenades should prevent the squad mate arming the charge from being shot in the back.

M-COM Station B



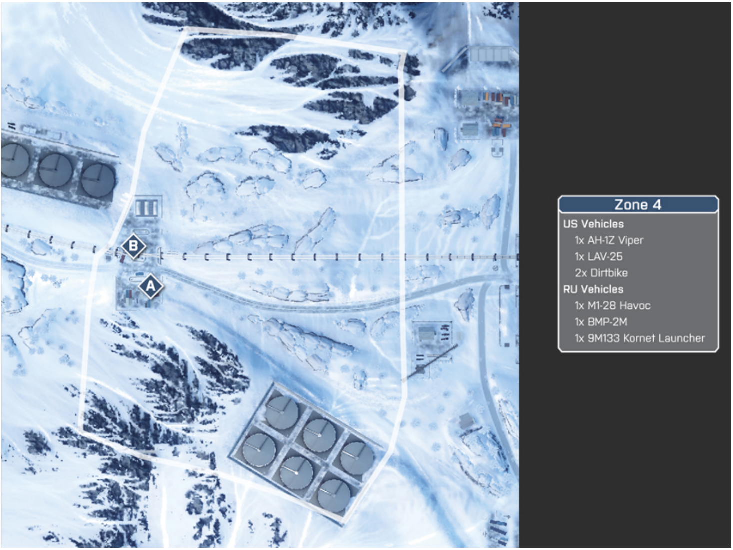






M-COM Station B, inside the building at the Construction Site, will serve as a favorite for defenders looking to camp the objective area. The building's interior contains several large spools of wire that provide cover from external gunfire while concealing the presence of soldiers within. For attackers, a few grenades thrown into the building prior to entry can eliminate these threats, but crafty defenders looking to avoid this kind of assault would be right to place claymores near the entrances to the building. Booby traps like these can alert defenders hiding in the nearby shipping containers to the entry of hostiles, and then they can throw a few grenades in after the attackers to clear the space of the threat. For a determined US team, having an armored vehicle patrol the Construction Site premises to stave off the defenders' infantry can help to contain the area until a squad mate can enter the building to arm the charge.

Zone 4: Supply Depot

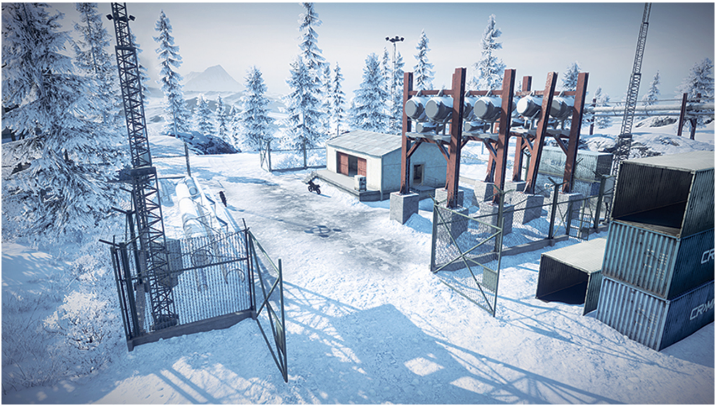


Zone 4

US Vehicles
- 1x AH-1Z Viper
- 1x LAV-25
- 2x Dirtbike

RU Vehicles
- 1x M1-28 Havoc
- 1x BMP-2M
- 1x 9M133 Kornet Launcher

US Deployment



This final stage of the battle places the US team's deployment at the Construction Site. From here, the team can proceed west and downhill to the Supply Depot, where the final two objectives are located. This downhill approach, while not steep, makes the attackers blind as the come over the ridge. Another disadvantage is the loss of the ASRAD; the attackers have only one armored vehicle to contend with the RU team's BMP-2M. The LAV-25 is therefore pitted against the defenders' IFV. Unless the IFV threat can be extinguished by the AH-1Z Viper, the LAV-25 should keep its distance from the objective area and provide suppressive fire on the site downhill while infantry and dirtbikes assault the objectives there.

RU Deployment

CR>MP
SHIP IT
EVXO

Pushed east, the RU team's final attempt at mounting a defense sees them deploying from just west of the Supply Depot. The objective area is downhill from the attackers' deployment, and this can help the RU team to gain the upper hand at this final stage of the battle. When approaching the Supply Depot, snipers can climb atop the nearby pipeline by way of the stairway on the west side of the Supply Depot. From this elevated position, recon and engineer class defenders alike can use these sight lines to defend the site from the US team's approach. This stage is where the MI-28 Havoc can shine. With the playing field equalized by the removal of the US team's ASRAD from the field, the BMP-2M can contend with the US team's IFV, pushing it back from the objective area. The MI-28 Havoc should maintain patrol of the objective site, eliminating hostile infantry that attempt to approach it.

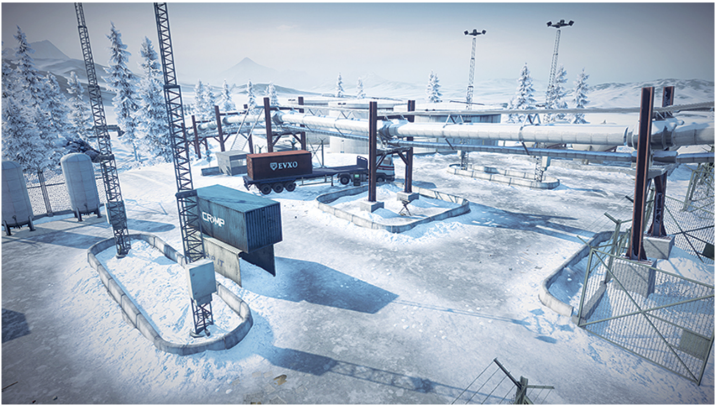
M-COM Station A

EVXO
EVXO
CRAMP

CRAMP
EVXO
SHIP IT
CRAMP
CRAMP
CRAMP

The Supply Depot itself provides little to no cover, except for the shipping containers on the south side, where M-COM Station A is situated. But defenders that take up position there are sure to be routed quickly by either the LAV-25 or the AH-1Z Viper that will descend upon the site. For attackers looking to get close to the site, the best option is dirtbikes that drop off soldiers after barreling downhill. Surrounded by shipping containers, defenders should deploy a MAV to provide an overview of the objective area while they lie in wait on the west side of the Supply Depot to rush attackers as they enter the area to arm the objective. By climbing onto the nearby pipeline, defenders can also make use of a direct sight line on M-COM Station A. Attackers should keep this in mind while approaching and make use of the AH-1Z Viper to patrol for campers and defenders attempting to flank.

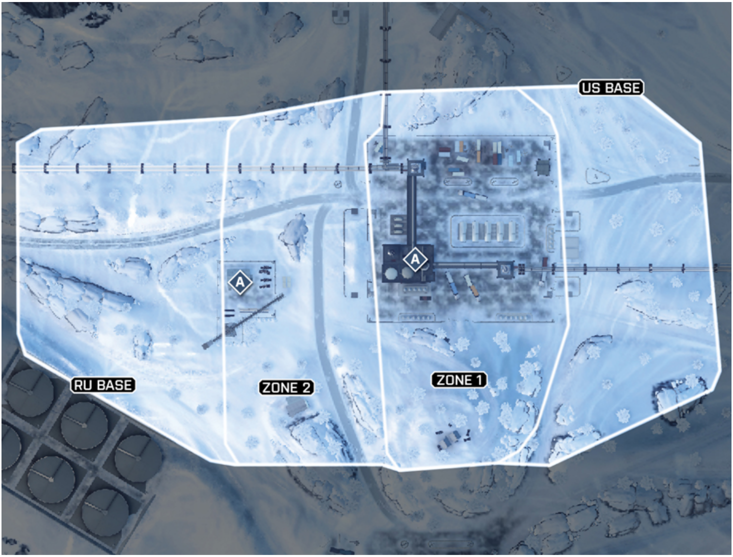
M-COM Station B



Located on the north side of the Supply Depot, M-COM Station B is beside a semi-truck parked beneath the pipeline suspended above the site. The M-COM itself is very exposed and, unfortunately for defenders, there is no direct way to observe from a position of cover outside the Supply Depot. This will likely be the final objective to be contested as well, which makes the firefight a frantic and bloody exchange. Defenders can capitalize on the chaos here, though, by having their MI-28 Havoc circle the objective and obliterate any hostiles that attempt to enter the site. However, the same can be said for the attackers, and defenders should be careful not to allow the US team to gain supremacy of the skies this late in the battle. The 9M133 Kornet Launcher, positioned immediately in front of the semi-truck and facing east, can be used by defenders to push back not only the US team's IFV, but their infantry units as well, which will be spilling in from the south in an attempt to flank.

Squad Rush

The combat of Squad Rush on Sabalan Pipeline is focused on the Oil Refinery and the nearby Construction Site. These two locations result in a varied combat experience. The round begins at the Oil Refinery—a constrictive, multitiered environment that produces fast-paced, close-quarters combat—and then moves on to the Construction Site, where the combat is more open, there are fewer opportunities for cover, and efficiently flanking your enemy is key. The environment is the greatest asset to both teams here and efficient squad play can help to turn the tide of the battle and keep the opposition pinned down. Teams that can efficiently set booby traps as well as make use of tools like the MAV will quickly gain the upper hand here, directing the flow of the enemy in their favor. Although the terrain is not suited to long-range sniper rifles, the landscape does provide the opportunity to fire on hostiles at range. With this in mind, carbines are an efficient weapon for the duration of the conflict and shotguns and PDWs should be avoided.



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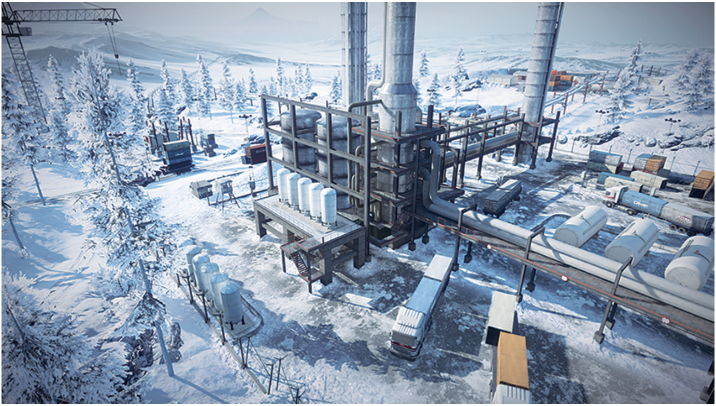
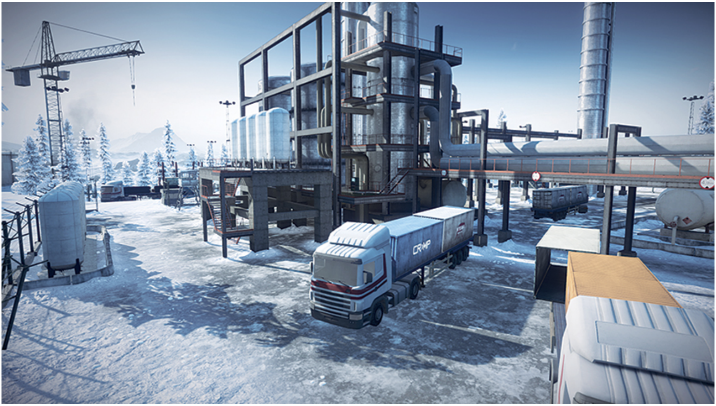
Zone 1



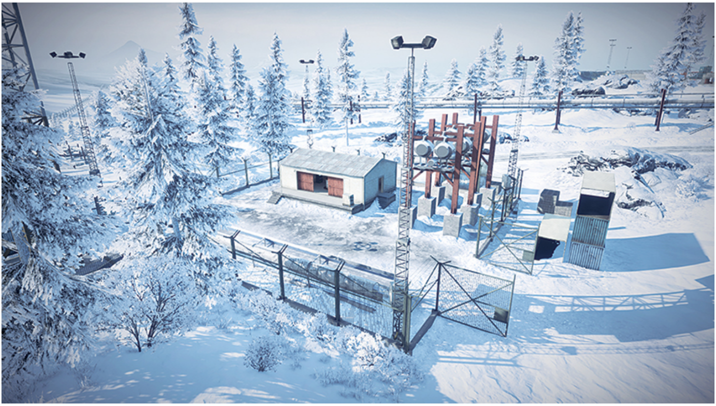


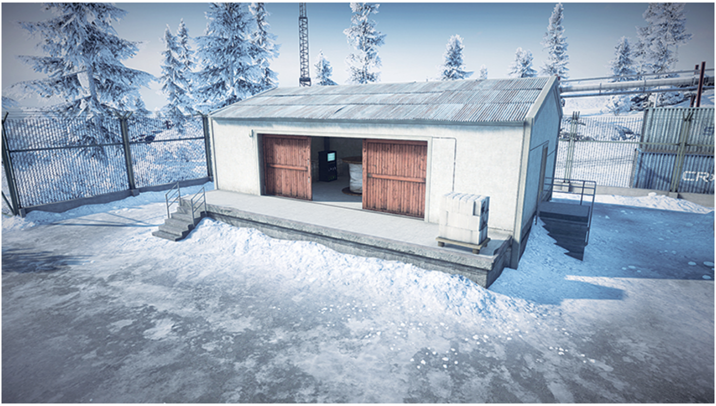
Positioned on the second tier of the Oil Refinery, the objective for Zone 1 can be difficult to approach if it is overrun with hostiles. The objective is accessible via stairways on the north and south sides of the Oil Refinery, which provides defenders with a dilemma as to how they should defend the site. Booby traps and motion sensors prove their worth here, as a squad can maintain a strong presence without putting themselves in a direct line of fire. These tools are equally valuable to both attackers and defenders during this battle, as they allow a squad some foresight into the actions of their enemy and can then modify their actions. For attackers looking to overtake the objective from entrenched defenders, grenades can help to equalize the battle and uproot campers from their positions atop the Oil Refinery. Although not frequently used, the M320 Smoke gadget afforded to assault class soldiers can conceal a squad's advance on the objective and provide an extra moment to capitalize on flanking attempts when proceeding up the stairways here.

Tip

For defenders looking to defend the objective from afar, climbing onto the boom of the crane at the Construction Site provides a sight line of the objective to pick off attackers.

Zone 2





Located within the building on the north side of the Construction Site, the objective of Zone 2 will be a difficult one for attackers to approach. Defenders can position themselves near the base of the crane and lob grenades into the building should attackers enter it without detecting them. The objective is not visible except from the east side of the Construction Site, though, so defenders have no efficient sight lines to exploit. Once again, the M320 Smoke gadget can benefit attackers because it masks their assault as they make their way into the Construction Site. Otherwise, they have little to no cover for their advance. Attackers will find that making their approach from the north by breaking through the chain-link fence and coming from around the west side of the building to be an efficient tactic, as defenders will be focused on the Oil Refinery, expecting attackers to engage them directly from this entrance. Flanking is essential to protecting and destroying the objective, so a squad that is willing to divide and attack from multiple angles will be able to secure the victory here.

Air Superiority

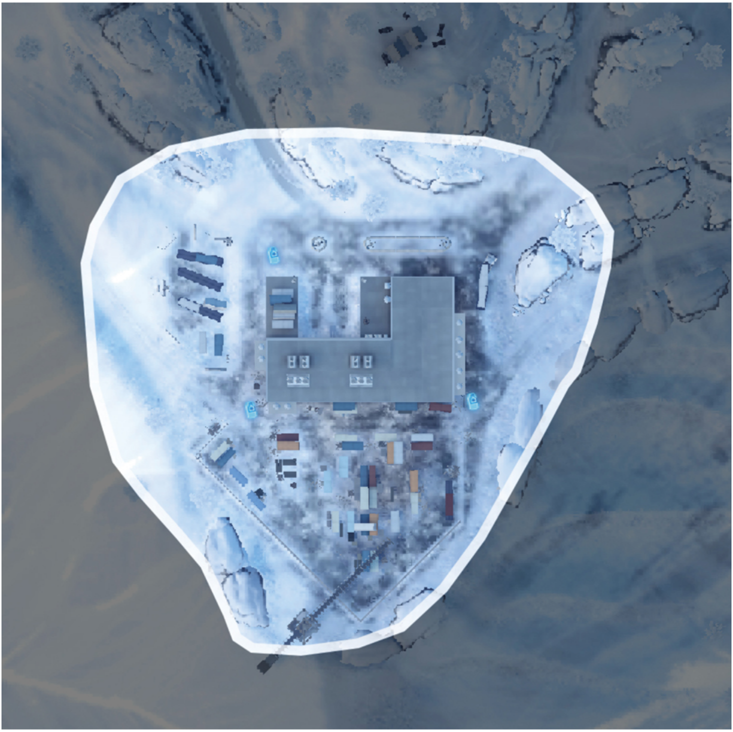
The battle for Air Superiority over Sabalan Pipeline provides very little advantages for pilots. The only advantage afforded pilots is the snow white landscape that can make being seen by enemy fighters difficult, as planes tend to blend in with the environment when flying low. A loadout should include the stealth upgrade; although it does not make an aircraft invisible to hostiles, it can help in reducing the range necessary for a bogey to get a lock on the plane. Also, a fire extinguisher can help to repair the craft in the event that it sustains damage, since the planes cannot land and be repaired during this game mode. Teams should maintain contact with one another and not fly in tight formation to avoid being spotted. This tactic offers even unexperienced pilots a fighting chance here, as their wingmen can attract the fire of enemy fighters while one of the squadron moves in to claim the objectives. When attempting to shake enemy fighters, use hard banks and air brakes to break weapon locks. Pilots should be cautious when flying low to avoid being locked onto, as the mountainous terrain here can be dangerous for the inexperienced and experienced alike.

Jet Unlock Progression

Image	Name	Loadout Slot	Points	Description
	IR Flares	Gadget	300	Infrared flare launchers that when launched will distract incoming missiles and cause them to miss their locked target.
	Heat Seekers	Weapon	700	Heat-seeking missiles launched by the pilot that lock on to and track enemy aircraft.
	Stealth	Upgrade	1500	Engine tuning and fuselage coating materials disguise your vehicle's infrared signature, thereby increasing enemy locking and tracking difficulty and decreasing the time you are revealed to the enemy when spotted.
	Belt Speed	Upgrade	2700	An enhanced mechanism that decreases the minimum time between firing bursts with your main weapon.
	Proximity Scan	Upgrade	4200	External sensors detect and reveal enemy units on your minimap.
	Rocket Pods	Weapon	6200	A set of unguided FFAR Rocket Pods mounted under the wings.
	Air Radar	Upgrade	8600	The range of your minimap increases greatly and reveals all friendly and enemy aircraft.
	Extinguisher	Gadget	11600	A controlled air pressure release in the engine compartment will extinguish engine fires when activated, helping a disabled aircraft return to normal operation and recover from damage.
	Below Radar	Upgrade	15000	When flying at low altitudes, your heat signature is decreased, hiding you from enemy radar and preventing enemy air-to-air missile systems from locking on to you.
	Maintenance	Upgrade	19000	Preventative maintenance procedures improve your vehicles recovery from damage.
	Guided Missile	Weapon	24000	Laser-guided missiles launched by the pilot which lock on to and track enemy land vehicles and can acquire laser-designated targets even if they are out of line of sight.
	Beam Scanning	Upgrade	29000	A computer upgrade for advanced weapon systems that helps you lock on to enemy targets faster when using heat-seeking or laser-guided missiles.
	ECM Jammer	Gadget	35000	Electronic countermeasures including chaff launchers and deceptive transmitters prevent your aircraft from being locked on to by enemy weapon systems for a short time when activated.

Squad Deathmatch

Focused around the Warehouse, the Squad Deathmatch combat at Sabalan Pipeline will be fierce and in close quarters, despite the massive exterior area surrounding the Warehouse. Combat will focus on two areas: the multitiered interior of the Warehouse and the outdoor storage yard south of the building that contains a large number of shipping containers. The tight confines of the storage yard will make it difficult to navigate with the IFV, as the tight turns and haphazardly placed shipping containers provide enemy squads opportunities to use explosives to destroy the vehicle. For the squad that possesses the vehicle, the best tactic is to travel just outside of the fence line and fire its weapons into the storage yard, where the close-quarters combat is taking place. Doing this suppresses enemy soldiers, and racks up kills through splash damage or kill assists. Once inside, the multiple tiers of the Warehouse provide plenty of opportunities for campers to capitalize on their elevated position, quickly killing off entire squads that choose to stick together. Experienced teams will either place T-UGS motion sensors or deploy a MAV to observe enemy positions and flank when possible.



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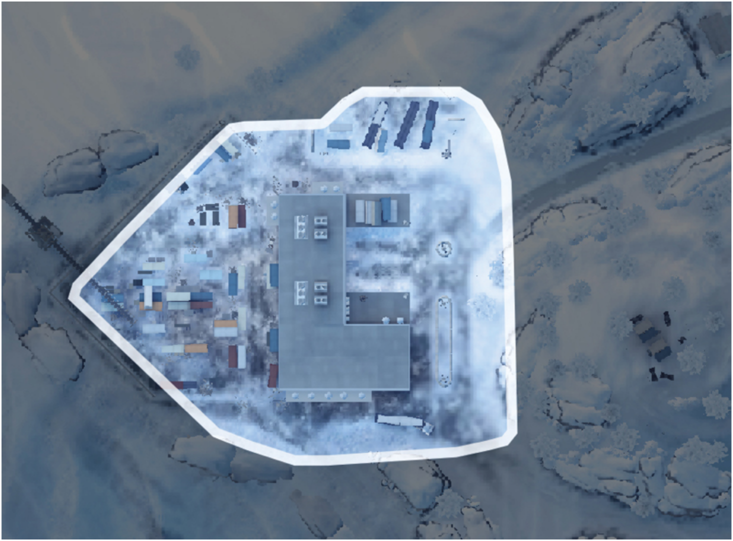
Team Deathmatch

Similar in layout to the Squad Deathmatch battle, the Team Deathmatch map is limited to the area within the fence line, confining the conflict to the Warehouse and the south yard. Experienced teams will choose to engage in combat within the Warehouse itself, as this small space allows them to monitor the entire facility with only a few T-UGS motion sensors that give away the position of all hostiles within the building. Another advantage to remaining within the building is that booby traps such as claymores can be used more effectively, eliminating entire squads with minimal effort. Teams should expect grenades and the M320 GL to reign here, as the confines of the building allow for deflecting tactics when using these tools. Should the battle flow outside, though, the tactics remain the same. Instead of T-UGS motion sensors, MAVs should be used when engaging the enemy in the south yard, as they allow for a greater overview of enemy positions while they frantically run about the shipping containers.



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